A WORLD AFLAME

Interwar Wargame Rules 1918–39

Paul Eaglestone

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INTRODUCTION

The following rules are written specifically with the years between World War I and World War II in mind, although they could very easily fit either conflict as well. The interwar years are a period that has fast become popular for wargamers looking to move away from games dominated by the carnage of trench warfare or by big tanks of World War II.

The interwar years were a period when many of the military lessons learned by 1918 seemed to be forgotten, almost on purpose, as society turned its back on the carnage and rejected the rational. It was a period that saw the destruction of empires and nations plummet into anarchy. It was a period when the old socio-political order was pushed aside and new ideologies such as Communism or Fascism were adopted.

All very heavy going and enough to put one off a good game of toy soldiers on a wet Sunday afternoon. Therefore let me explain the ethos behind these rules.

Originally designed with the imaginary British Civil War of the late 1930s in mind, the rules are written in what is nowadays often called a retro style, and pay homage to rulesets written by such wargaming legends as Charles Grant and Don Featherstone. Why? Well, to me, the style and mechanisms found in the rules written by these gentlemen in the late 1960s and early 1970s seem to suit the interwar period. Possibly this is nostalgia on my part, a symptom of my middle age perhaps, but it just feels right. These rules are intended to offer a challenging and fun game, so the retro style has been augmented with such things as Chance cards to add period flavour (and some tongue in cheek humour) to the game's character.

I am not a great lover of generic rules that cover long periods of history, as they are seldom successful in giving the player the right feel for the various conflicts covered. Weapons technology may be very similar for the Russian and Irish civil wars, but the natures of these two conflicts were very different. These rules are written with this in mind. While I have chosen to focus largely on the Spanish Civil War (one of my personal favourites) to best explain the detail of the rules, players can easily tweak the rules. Therefore, many of the sections that follow are guides rather than hard and fast rules. For example, unit organisations can be tinkered with to suit a specific scenario or the players' own interests and interpretations.

Mounted battalion command

Hopefully as one reads through, everything will be very clear and straightforward (I certainly hope so as I am always very critical of rulesets that suddenly explain in the middle of the book something that should have been explained at the start) – if not, you have every right to criticize me… and I know you will!

I sincerely hope that you enjoy these rules as much as I have enjoyed creating and play testing them.

Paul Eaglestone

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PRE-GAME CONSIDERATIONS

This first part of the rules is aimed at the initial set-up before the game can begin. None of this should take long to accomplish and, once done, will save a great deal of time during the actual game. My preference when gaming is to get as much pre-prepared as possible so that the game can flow quickly and not get bogged down in trying to work out some complex, time-wasting issue. As with cooking, preparation is the key to enjoyable and care-free success.

EQUIPMENT NEEDED

- Tape measure or measuring device. All measurements in the rules are in Imperial inches, although they can easily be converted into metric by the user.
- Pen and notepaper. A pretty basic requirement really. I have a great dislike of too much book-keeping during a wargame. Having said that, an element of this is necessary in order to keep track of certain game developments. One area that is important to the rules is the writing of unit commands and, during games, the possible need to write messages.
- Arrow die. I have used an arrow die in games for many years and I make mine by simply getting a blank dice and painting arrows on the dice. Each face should have an arrow pointing in a random direction (it does not matter in what direction they point as this will be randomised by the roll). My dice are different from most commercial ones in that every side has an arrow. Some commercial dice actually have one or two faces that have a hit mark on them. There is absolutely no reason why these dice cannot be used although they would be fine for artillery fire deviation rolls, for other rolls (such as smoke drift), rerolls might be required until an arrow came up.
- Dice. Various dice are used – standard 6-sided dice (D6), as well as 10, 12 and 3-sided dice (D10, D12, D3). A D3 is usually a 6-sided die marked with 1, 1, 2, 2, 3 and 3, although one can simply improvise with a D6 (1 and 2 represents 1, 3 and 4 represents 2, and 5 or 6 represent 3). Lastly, the rules use a retro old favourite that has gone out of favour in recent years – the average die. This die gives an average score with sides marked as 2, 3, 3, 4, 4 and 5. I prefer to use these for rolls such as morale where the extremes of 1 or 6 seem too much. Like all the other dice, these are commercially available. You will grow to love them – I promise.
- Model Figures, vehicles, aircraft, etc. This is hopefully stating the obvious but I feel that I should mention it as a major part of this strange hobby in which we all indulge is taken up with the collecting

CNT militia armoured van

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and painting of these little toys. We love them, take great care of them and they are the most important part of the whole wargames hobby for me. I simply cannot get enough toys and I know that whenever I am finally called to meet my maker there will still be boxes of unpainted figures stashed in boxes and draws. Sad but wonderful.

- Terrain. This is also a passion of mine and, like the figures and vehicles, I tend to get carried away. Terrain is very much an issue of personal taste. I like mine as realistic as my meagre talents can achieve. I also like wargames tables that are busy with lots of suitable terrain pieces on them to affect lines of sight, break up the board and add a realistic feel.
- Line of sight aids. One of the important parts of any rules is the concept of line of sight. Can figure A actually see figure B so that he can fire at him? Confirmation of this can be done in a number of ways. For example place your eye level to the level of the figure and see what he can see. This does work as long as the figure is near the edge or not hidden in a building or in cover such as woods. Then it gets slightly difficult. Other methods include periscopes (great for the edges, tricky when trying to view from the centre of the table) and my own personal favourite – the laser pen. Place the laser pen next to the figure firing and aim the beam at the target. If a red dot hits the target, you are in line of sight. If not, you have failed.
- Chance cards either taken from the rules or created by the players. These rules are designed to take in quite a long period that featured many different wars, each with its own style. It is very difficult to bring into any generic set the necessary character of any specific conflict. The cards are really designed to add such a character to games. Within these rules are examples of generic cards as well as some for the Spanish Civil War. I have created huge amounts of these cards for my games and it has been great fun to do. In fact, it has become quite addictive and I now have far more than I will ever need for games.
- Lastly, and most importantly, at least one trusted, likeable and honourable opponent. If not, then one smaller than you! I have always thought that this is a weird hobby in that we play games based upon the worst excesses of humans. Much moralising can, and indeed does, take place over many issues associated with this hobby. However the simple fact is: *it's a game*. Playing with like-minded opponents keeps the element of fun in the hobby. My advice is, and always will be, to stay away from rules lawyers, the obsessed, cheats and people who argue. To paraphrase Brigadier Peter Young: "Never play war with miserable opponents".

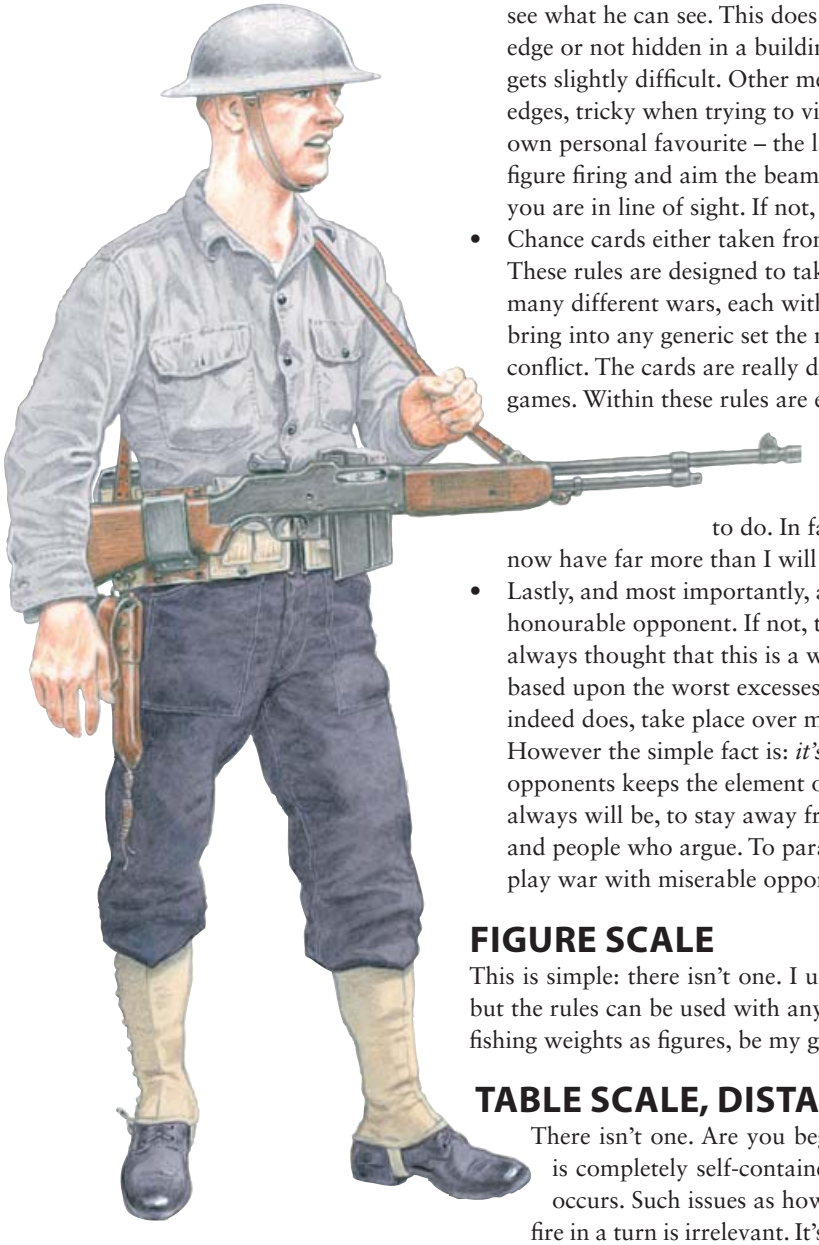

FIGURE SCALE

This is simple: there isn't one. I use 28mm figures for my interwar games but the rules can be used with anything and any scales. If you want to use fishing weights as figures, be my guest!

TABLE SCALE, DISTANCE AND TIME

There isn't one. Are you beginning to spot a trend here? Each turn is completely self-contained and so time has no real part in what occurs. Such issues as how many bullets a heavy machine gun can fire in a turn is irrelevant. It's what has been decided works in a game

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turn. Distance is also non-specific as it's what works on a table layout and weapons ranges are limited by the observation rules or by the need to prevent certain weapons dominating the game too much. I know that this will send some players into a panic but, trust me, it works very well.

UNIT COMPOSITION GUIDE

The following compositions are just guides and players may amend them as they see fit to suit the availability of figures or the scenario being played.

When we get to the firing section you will see that the weapon a figure carries is important as all weapons fire individually. Therefore, it is important that this is accounted for when arranging your units.

INFANTRY

SECTION AND SQUAD

The most common units will be infantry and of around 8–10 figures. These represent sections or squads of a company. This unit contains 1 officer or NCO, representing the command element within the squad. This figure can carry any weapon – a sword, pistol, shotgun, submachine gun (SMG) or rifle. Perhaps just a map and a walking stick? It's your choice.

The rest of the squad are basic infantrymen, usually carrying rifles. The player can decide to arm one of his men with a light machine gun (LMG) or perhaps an SMG, both if you really want to increase your firepower. Some units, especially in Chinese Warlord armies carried SMGs exclusively. As I keep saying (and you will really get bored with this), it's down to the player to decide. However Karma is worth considering – every good thing will be balanced by a negative. For example, SMGs are powerful at short range, but will be easily outshot if caught at long range by a unit of riflemen.

The player can choose to add an LMG team to a squad. This is usually a gunner and his number two. My advice would be to not add too many as they add a lot of firepower. It's better to base the number of LMGs on the historic army that you are recreating. For example, if I built a British Regular Army company I would have four squads, each with one officer and nine soldiers, one of whom carries an LMG. If I was building a Spanish Civil War Republican militia unit of four squads, I would probably only arm one or two of the squads with an LMG. I might even decide to only have one LMG in the company unit and place it with the company HQ. As can be seen, the decision is pretty flexible but best rooted in historical fact and with playability in mind.

Grenades became more popular in the 1930s but were still very limited in their supply. Using the above example I would give each British squad an allowance of one grenade per turn while the ammunition allowance lasts (see later for ammunition allowances). My Spanish militia unit, on the other hand, would have very few – perhaps one in a single squad, or with the company HQ as a company asset. I adopt a simple rule in my games to make it easy to record. I only allow a grenade if I have a figure with one. Once this figure becomes a casualty the grenade is lost.

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COMPANY

Two, three or four of these squad units can be joined together to form a company. If this is done then an HQ section can be added. The HQ section must contain a commanding officer. It may also contain a standard bearer (if applicable to the conflict), a medic and a runner or radio operator (if the unit is that technologically advanced). The commanding officer is very important for communication and morale, as shall be explained later.

BATTALION

Between two and four of these companies represents a battalion. A battalion HQ should contain a commanding officer, a standard bearer (if applicable) and a runner or radio operator.

At this level the player can also add a support section. Support weapons can include a heavy machine gun (HMG), mortar, anti-tank (AT) gun or field gun. These have crews of 2–4 figures, depending on the gamer. Once the figures become casualties the weapon is considered destroyed. These skilled weapons operators cannot be replaced if they become casualties.

BRIGADE AND ARMY

If two or more of these battalion-sized units are used in a game, a higher HQ unit representing brigade command can be used. In really large games, two or more Brigades will warrant an Army command

OTHERS

Any vehicles needed to transport the units can be added without manpower penalty to the units as drivers are considered part of the vehicle.

Certain specialist figures, such as snipers, are treated as individuals. A sniper is only available by drawing the correct Chance card, or if written into a specific scenario. Units cannot have, as part of their organisation, a sniper figure unless part of the scenario being played.

Anti-tank teams or tank hunters can be added to a unit. These are best added as battalion HQ assets to be allocated by the battalion commander. Each team is made up of two figures and they carry their preferred weapons such as crow bar and Molotov cocktail – high-tech kit for this period. If they are generated through the vehicle ambush system, they are held off-table until required.

At senior HQ levels (i.e. above squad-level) the player may wish to have certain figures such as medics, political officers or religious representatives attached. These figures give morale benefits to units and can be detached from their HQ parent unit when the player needs another unit supported at a difficult time.

CAVALRY

These have exactly the same organisation as infantry units. The only difference is the addition of horses.

ARMOURED VEHICLES

Count each vehicle as an individual for issues such as ammunition, initiative and morale. A number of these independent vehicles may be formed together to represent a troop or squadron if the player wishes, but for all issues they are best treated as individuals.

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UNARMOURED VEHICLES

Such vehicles as trucks and cars may be attached to units for use as transportation. These vehicles are seen as being part of the unit they are attached to and are absorbed into the parent unit's morale and command structure. The drivers do not figure in any way and simply viewed as an extension of their vehicles.

ARTILLERY

Artillery is of two types – field guns, which are on the table, and heavy support guns, which are generally off-table. Heavy support guns will usually be part of a scenario and thus limited in their ability to fire. In this case, issues such as morale and ammunition supply are irrelevant, as this will be fixed before the game.

Field guns will usually be used as part of a main unit unless the scenario needs them to remain independent. For example a battalion HQ unit may add a field gun asset at its establishment, or the player may decide to place his field guns into a battery of two or three. One of the benefits of doing this is that forward observers only need to achieve a communication link for the entire battery and not for each gun.

TRAINS, PLANES AND AUTOMOBILES

Certain elements, such as aeroplanes, trains and boats, are dealt with as separate unit items and morale, orders, communication and ammunition supply must be done separately. It may even be practical to control elements such as these via Chance cards.

UNIT SHEETS

The following sections relate to morale, command and ammunition supply for every unit. The information that is created for each of the following sections helps fill in the unit sheets.

OFFICER GRADE

To represent command and control, every unit will have a senior figure, which may be as low as a corporal but must still be graded. For example, one of the four crewmen operating a field gun must be the senior figure. The only senior officers who are not graded are those representing the players themselves.

Bobbies on patrol

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This grade has an effect on initiative and morale and is a very important part of the rules.

To establish an officer's grade, roll a D6:

D6 Roll	Officer Grade
1	3 (Good) – Jackpot! This guy will motivate his men and lead them to victory.
2–5	2 (Average) – Like most of us, this guy is pretty average. Still, it could be worse…
6	1 (Bad) – Oh dear. It just got worse.

This grade is then used in both the unit initiative and morale sections below.

When an officer becomes a casualty his score is removed from both the unit initiative section and the morale score. A replacement officer can be sent to a unit to replace the casualty, but note that this may involve lengthy communication with more senior command and that available replacement candidates might be few and far between! Also the replacement will have to travel, and then attach himself to, the unit. At this point the new commander's grade is added to the unit's initiative and morale score.

THE FLASHMAN EFFECT

For special scenarios, the players can use the option of the Flashman Effect – a single Legendary status officer. This figure has a score of 4 and can never be killed, only incapacitated. This type of figure is really just included for a bit of fun and I would suggest they are used sparingly!

UNIT INITIATIVE

The sequence of play is determined by player's chosen unit winning initiative over his opponent's chosen unit. Details of how this works are below in the game rules section, but at this stage the player needs to identify each squad's initiative level.

This number is based upon the unit's training, morale, command structure, weapons, and perceived battle effectiveness before the shooting starts.

As the game develops, this initial score may improve or decline. It will be affected by such issues as casualties – especially officer casualties – the

The BUF commander travels in style!

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tactical situation and communications. There will also be an element of luck on the day – represented by the obligatory dice roll.

For now, review each unit before the start of the game and score it as follows.

Initiative	Unit
2	Slow-reacting units such as untrained town militia or civilians.
3	As above but trained and experienced. Paramilitary groups such as police or military units with limited experience.
4	Veteran or well-trained military units.
5	Elite units such Regular Army Guards unit.

MORALE

Before the start of a game, each unit must have its morale established. This is done for each unit from squad, heavy weapons crew, armoured vehicle crew, aircraft, train crew, boat, etc.

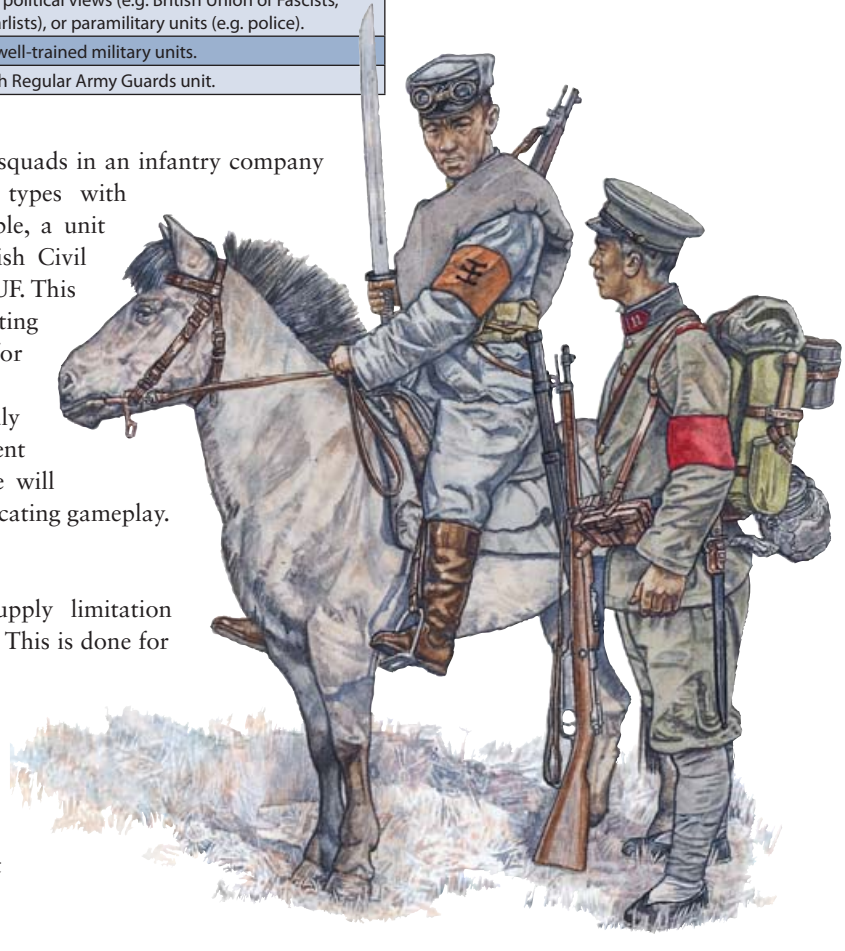
Units exempt from this are company, battalion, brigade and army commands, and, where applicable, the attached standard bearers.

This base morale level is chosen by the player for each of his units from the list below.

Morale	Unit
2	Local defence force or town militia – untrained and scared.
3	Well-trained militia – ready to fight for their rights.
4	Well-trained units with strong political views (e.g. British Union of Fascists, International Brigades, Carlists), or paramilitary units (e.g. police).
5	Veteran or well-trained military units.
6	Elite units such Regular Army Guards unit.

It is possible, indeed probable, that squads in an infantry company are made up of different troop types with different morale ratings. For example, a unit of regular army troops in the British Civil War may have an attached unit of BUF. This would obviously mean that the starting point for their morale would be 5 for the regular army and 4 for the BUF.

This may seem somewhat fiddly but as each squad will take independent morale tests, this type of difference will add period character without complicating gameplay.



AMMUNITION SUPPLY

Each unit has an ammunition supply limitation placed on it at the start of the game. This is done for two reasons.

Firstly, to simulate the ammunition shortages suffered by many interwar units. One only has to read accounts from the Spanish Civil War to appreciate the extent to which supply became a major part of any action.

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Secondly, to reduce the amount of 'silly' fire in which gamers tend to indulge. Real troops tend to pick their targets rather than just fire at anything, while gamers will often fire at the most ridiculous targets just to roll some dice! If a gamer indulges in this type of tactic then they may find themselves having a problem when the enemy gets closer.

When setting up a game, each player should determine the ammunition supply for each of its units (and keep the results to themselves so as not to give the opposition an advantage!):

Unit	Ammunition Supply
Infantry	Roll 2 average dice. Total is the number of volleys. If only part of a unit fires (even just a single figure), a full volley's worth of ammunition is expended.
HMG	Roll 2 average dice. Total is the number of bursts.
Tank (per gun) Artillery Mortar AT gun	Roll 1 average die. Result is the number of rounds. If the scenario allows smoke bombs for mortars or artillery, roll a D6: a roll of 4+ grants 1 smoke bomb.

As much as fire control is a part of logical military thinking, one must also take into account the ability to resupply one's units. At the start of each game, players can roll for reserve ammunition.

Each player (secretly, or in front of an umpire/neutral party if available) rolls 4 D10s. The total is added together, and then rounded up to the nearest 10. For example, a roll of 8, 7, 2 and 6 sees the total of 23 rounded up to 30. This amount is then available to spend on ammunition resupply.

Ammunition	Cost
5 mortar shells	5pts
5 AT shells	
5 high explosive shells	
5 HMG bursts	
5 volleys of small arms fire (including LMGs)	
5 grenades	
5 Molotov cocktails	
3 land mines	

Having purchased this reserve ammunition, the player can only store it within a 20" radius of the most senior command element. The player may decide to not store everything in one place for fear of losing it to a raid or artillery strike, and is free to spread it around – provided all the locations are within the 20" radius.

To resupply a unit, the ammunition needs to be moved from the store to the unit. This can be done via any practical method, but must be done in minimum batches of 5 points. The following methods of transportation carry the following amounts:

Method	Amount
Two figures carrying	5pts
Donkey, horse, handcart	10pts
Donkey- or horse-drawn cart, small truck or car	15pts
Medium truck	20pts
Large truck	30pts

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As soon as a transportation element reaches the store, it is considered loaded. On arrival at the unit to be resupplied, the transportation element must touch base with the unit's officer. The unit is then considered to be resupplied and may be used immediately. Points must be allocated to a unit in batches of 5. A vehicle carrying more than 5 points of ammunition can drop off at more than one unit in a single journey.

Also worth considering is that these supplies can be captured while in storage or being transported, and used by the enemy player. Once issued to a fighting unit, however, they cannot be captured.

Militia supplies arrive

COMMAND AND CONTROL

This is an important section of the game, and should form a cornerstone of what plans you have for your forces. Consequently, it is best being taken into consideration in the pre-game planning, rather than in the midst of the actual game.

Firstly, the each unit in the army should be issued a specific (though not necessarily unique) order. This represents the overall aims of the force. How detailed these orders are depend on the scenario objectives. While simple orders are advisable, they are not always possible!

Write down these starting orders. They can then only be changed at army or battalion level via the communication methods outlined below.

Units must try at all times to adhere to their original orders and should only deviate from them as a result of enemy action or Chance cards.

Rest assured that any original plan will, inevitably, begin to fall apart as the enemy responds or as Chance cards take effect. How the player responds and manages the situation is one of the most important parts of the game and where much of the fun is to be found.

UNIT HQ COMMAND AND CONTROL RANGES

ARMY, BRIGADE, BATTALION OR COMPANY COMMAND

HQ units, ranging from company- to army-level command, have a command radius of 5", and have two main functions.

1. If the player wishes to change any unit orders, contact must be made between the command unit and the unit whose orders are being altered. To do this, the affected unit must be within the command unit's command radius of 5" or must make contact by radio (very rare, and limited to regular military forces in this period), or via a runner, dispatch rider or telephone. If the latter, both units must be linked to the telephone system by occupying a location with a telephone (e.g. telephone box, post office, police station etc.). Unless indicated otherwise by the scenario, private houses to not have telephones. See also the section on communication.

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Army command

2. For morale purposes. All units of this HQ's force that are more than 24" away from the HQ suffer a -1 on all morale tests.

It is worth noting is that the HQ makes a good target for the opposition. Command figures that are killed and removed from play can be replaced – but this must occur within the overall game command structure. For example, if a battalion commander is killed, his replacement can either come from one of the units under his command (in other words, a field promotion for some lucky figure), or a more senior officer may be sent from above to take control. In either case, more senior command must OK this change – so there will be a period of command transition until this is sorted out. During this period units suffer from morale issues and are disorganised.

SMALL UNIT COMMAND

As previously stated, every unit will have an officer. This officer has a command radius of 15". To act on his orders, members of his unit must be within this radius. Any members outside of this area not only do not get orders, but suffer a -1 to morale for as long as they are outside of the officer's command radius.

As you may have noticed, the higher commands actually have a smaller command radius than the unit officers. This is because higher level commands will tend to pass on their orders via other methods of communication than shouting, and because squads will have a more developed command relationship with their immediate officers (who would most definitely be doing a lot of shouting). Ten men spread in a skirmish should all be within a unit officer's 15" command radius.

DEFENCE VALUES

Many items need to be allocated a defence value that represents how many hits they can take before being destroyed. There are a number of categories.

Buildings have can have a variable defence value. For example, a cottage or house can be valued at 15, a stone church at 20, and a steel girder bridge at 12.

Trenches or fortified positions. Each 4" section of trench has a defence value of 5.

Aircraft, trains and boats must all be allocated defence values. Examples can be found in the sections dealing with these vehicle types.

Basically, look around the terrain and the items to be used in any given game and give them a defence value.

WEATHER

Representing a theatre's climate can be quite difficult. Part of the game scenario plans will be identifying where the conflict is set and in what season – a British winter would be much milder than a Siberian winter.

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The danger is that this area can really bog down the players in too much detail. The charts below allow for establishing the weather in various regions and during different seasons, and may, of course, be heavily tweaked to fit the players' needs:

Northern Europe (UK, France, Germany, Belgium etc.)	
Spring, Summer, Autumn	
D6	**Weather**
1	Clear, sunny day. Observation = 40" (60" with binoculars)
2	Clear, sunny day. Observation = 40" (60" with binoculars)
3	Cloudy day. Observation = 25" (35" with binoculars)
4	Cloudy day. Observation = 25" (35" with binoculars)
5	Mist. Observation = 15" (25" with binoculars). Vehicle movement reduced by 6"
6	Rain. Observation = 20" (30" with binoculars). All movement reduced by 3"
Winter	
D6	**Weather**
1	Clear day. Observation = 40" (60" with binoculars)
2	Cloudy day. Observation = 25" (35" with binoculars)
3	Very cold, icy day. Observation =40" (60" with binoculars). All movement reduced by 6" Vehicles stood still for 2 turns or more roll a D6 when they next move – on a 5+ the vehicle refuses to start for a number of turns (roll an average die)
4	Mist. Observation = 15" (25" with binoculars) Vehicle movement reduced by 6"
5	Rain. Observation = 20" (30" with binoculars). All movement reduced by 3"
6	Snow. Observation = 10" (no effect with binoculars) All movement is halved. Every vehicle moving rolls a D6 – if a 6, the vehicle skids to the side of the road and refuses to move further.

Southern Europe (Spain, Italy etc.)	
Spring, Summer, Autumn	
D6	**Weather**
1	Clear, sunny day. Observation = 40" (60" with binoculars)
2	Clear, sunny day. Observation = 40" (60" with binoculars)
3	Clear, sunny day. Observation = 40" (60" with binoculars)
4	Very hot day. Observation = 30" (45" with binoculars) – due to heat haze Human movement reduced by 3"
5	Cloudy day. Observation = 25" (35" with binoculars)
6	Rain. Observation = 15" (25" with binoculars). Vehicle movement reduced by 6"
Winter	
D6	**Weather**
1	Clear day. Observation = 40" (60" with binoculars)
2	Clear day. Observation = 40" (60" with binoculars)
3	Cloudy day. Observation = 25" (35" with binoculars)
4	Mist. Observation = 15" (25" with binoculars) Vehicle movement reduced by 6"
5	Rain. Observation = 15" (25" with binoculars). Vehicle movement reduced by 6"
6	Snow. Observation = 10" (no effect with binoculars) All movement is halved. Every vehicle moving rolls a D6 – if a 6, the vehicle skids to the side of the road and refuses to move further.

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Italian battalion command

WIND DIRECTION

This is a very important part of the rules and not to be taken lightly as it affects smoke drift. At the start of the game, decide wind direction by one of the following methods.

- Roll an arrow die to determine the wind direction. Easy.

OR

- Roll 2D6 and compare the total to a clock face to establish the wind direction.

This is the wind direction for the first 5 turns, and should be rerolled every fifth turn thereafter.

CHANCE CARDS

These cards have been mentioned a number of times in the above sections but I thought that it was about time I should explain them. Nothing new to wargames, these cards are drawn each turn to represent events that are out of a player's control, and to add a number of elements to the rules.

PERIOD AND CONFLICT CHARACTER

The rules cover a twenty-year period that saw many different conflicts around the world. The Chance cards can be used to add specific period or conflict flavour to the basic rules.

MANAGEMENT ISSUES

Warfare is, arguably, an arena for trying to solve the most complicated management problems imaginable. While this is beginning to sound a bit too much like work, I have always found that considerable enjoyment can be added to games by introducing supply issues, communication breakdowns, equipment failures and so on. Having to deal with these issues can change plans dramatically, so the scenario designer must be careful about getting too carried away!

A Republican supply truck in need of directions

REDUCING WEAPON DOMINANCE

Certain weapons can dominate a game to the point of ruining its flow. Snipers, aircraft, and heavy artillery are just three very significant weapons systems that can either play an important part of a game or destroy its flow. In these rules the cards are used as a way of introducing these potent weapons but in a controlled way.

POLITICS

Karl von Clausewitz stated that 'Politics is the womb in which war develops', yet very rarely is this represented in wargames. Now I am certainly not suggesting that terrain pieces representing polling booths be placed on the table (although

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in the context of the BCW that is quite an interesting idea…), but games set in the interwar period could include an element of politics to reflect its considerable influence on the conflicts of the time.

FUN

This hobby is about enjoyment and fun as much as about recreating the conflicts of history (if not more so!). While it will always be dependent on the preferences of the players, introducing elements of *Dads Army* to the Russian Civil War or translating *Allo Allo* to the Spanish Civil War can lend even these bloody wars an oft-needed element of fun.

THE CHANCE CARD DECK

The Chance card deck is built before the game, and should contain twice as many cards as there are game turns in the scenario. Half of these will be 'No Effect' cards, while the other half with be made up of Chance cards designed to compliment the scenario.

These Chance cards may affect all players, or may be unit- of faction-specific. This, coupled with the presence of the 'No Effect' cards, means that neither player will be able to do anything other than cross their fingers and hope the cards go in their favour!

You only need one card for each full turn so no need to get too carried away although thinking them up can become very addictive, and a good, varied stockpile means that no two games (even of the same scenario) will ever go the same way.

At the back of the book are two sets of introductory cards to help get you started – one is generic, in order to help you play scenarios from any conflict, while the other is specifically for the Spanish Civil War.

SNIPERS

Although snipers may be added to a starting force from the start, I much prefer to bring them into the game as a Chance card. This way they can affect the game without dominating the overall planning, as the card may not be drawn. I have two cards for snipers – one that activates them, and one that withdraws them (this is shuffled into the deck once the activation card is drawn). This adds uncertainty to the game and does not allow the sniper to dominate.

Moroccan company command

When a sniper appears on the table he will be hidden and will remain so until activated. Any enemy forces within observation range may attempt to spot the hidden sniper by rolling 12 on 2D6. If the sniper breaks cover, he may be spotted like any other figure. If the sniper successfully evades the enemy and returns to cover then he once again counts

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as hidden. Unless spotted, a sniper cannot be specifically targeted. They may, however, suffer accidentally from non-specific fire such as an artillery barrage that lands on them. The honesty of both players is necessary to ensure that temptation does not get the better of a player in finding a way of dealing with an irritating sniper.

TANK HUNTER TEAMS

There are two types of anti-armour groups. The first are simply any figures armed with anti-tank weapons that are part of a larger unit. Beyond their equipment, they are treated just like any other member of that unit. The second type is treated similarly to the snipers mentioned above. They are two-man teams armed with anti-tank weapons and are only allocated to the defender in the scenario.

While such teams were an integral part of interwar conflict, it is somewhat trickier to replicate them on the tabletop, where their ability to hide and strike targets of opportunity is negated by the players' ability to spot and deal with them before they become a threat. In order the try and capture their historical use, the following system has been designed.

- Look at the scenario – will these hidden teams fit logically the scenario? How many teams would ruin the flow of the game? I would suggest that the defending player has no more than three teams in an average game (although much depends upon the number of armoured vehicles being deployed). If the scenario is a built-up area with lots of side streets (e.g. the siege of Madrid), perhaps the number of teams can be increased. We have actually played games that had a small defending force in a built up area being attacked by armour with infantry support. The Chance card deck had up to 6 cards in it for tank hunters and this made for a fantastic evening game of about three hours duration.
- Produce a Chance card for each two-man team that the defender may have access to. Have the figures ready off-table so that when and if they are activated they are ready to move. I suggest that, to lend further uncertainty, the card says something such as 'Defending tank hunter team activated. When the card is pulled from the deck the player rolls a D6 every turn until a 4+ is rolled, at which point place the team within 2" of an enemy vehicle of your choice.'
- If the vehicle has supporting infantry, both the hunters and the infantry roll for initiative to see who acts first. Note that to count as a supporting unit, the figures must be within a 6" radius of the centre of the target vehicle and have a clear line of sight to the tank hunters. In these circumstances tank hunter teams always have initiative of 5 and officer grade of 3. The supporting infantry will test their initiative as normal.

A Nationalist tank about to get an unpleasant surprise

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- If the hunters take the initiative they can attack as per the rules in the anti-tank combat section, with whatever specialist weapons they have.
- If the supporters win initiative they can try to stop the hunters attacking the vehicle by using standard infantry firing or melee. If the defenders fail to eliminate the tank hunters, the hunters can roll for initiative again and the other player can oppose him with another unit. Infantry outside the 6" support radius will be considered to automatically lose the initial initiative test – they can, of course, attempt to act thereafter, but the hunters will have at least one chance to do some uninterrupted damage to the vehicle!

The hunters have a better chance of success if the target vehicle is not moving when they attack so, before the game, it is advised that the defending player gives some consideration to creating roadblocks.

POPULATING THE TABLE

Once the table has been laid out according to the scenario, both players will need to make their plans and write their orders.

Once both sides have completed this, it is time to place the figures on the table. Some of these figures may be in hidden positions or out of observation range, and so cannot be seen by the enemy force. They can, however, be seen by the opposing player.

This is a difficult situation to deal with. A large part of me enjoys seeing the figures on the table – it is the culmination of a great deal of time and effort. Unfortunately, having all the figures on the table will doubtlessly affect how the players play and the element of surprise is lost. I have decided that I am willing to forgo this element of surprise in order to enjoy the view – and all players will be in the same situation in any case. However, if players wish to keep figures hidden, simply draw a map and mark the units' positions on it. They will then appear as the enemy forces come into observation range, taking into account line of sight. Needless to say, if this method is used, all players must play honestly (or, at the very least, be willing to prove a unit's position on the map if challenged!).

HOW TO WIN

As in reality, our wargames are not always obvious when it comes to the result. There are a few ways to solve this.

1. Don't care. As long as it was time well spent then who cares who wins?
2. Discuss the situation at the end of the game and talk through the result to agree a final decision.
3. A victory point system that can calculate who the victor is.

It is important to establish before starting the game what the actual objectives are for all the players. Every scenario should have clearly defined objectives so that all players can plan accordingly and that, at the end of the game, they can easily identify who has succeeded and who has failed. For example: one side must defend a position for the entire game. The other side must capture it. Make this a logical landmark such as a prominent building or hill that can only be held by one unit at a time (to avoid clouding the result).

Some scenarios may involve more than one objective to add more choice and uncertainty to the players' plans.

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A suggested victory point table is found below. Feel free to add or alter the scores to fit your own scenarios.

Achievement	Victory Points
Major objective achieved	20
Minor objective achieved	10
Per enemy infantry squad destroyed	10
Per enemy support weapon (e.g. mortar or HMG) destroyed	5
Per enemy artillery piece destroyed	10
Per enemy aircraft shot down	10
Per enemy battalion or brigade commander captured	10

At the end of the game, add up each player's points – the highest score wins.

LET THE GAMES BEGIN

Well, if you have followed all of the pre-game checks, you should now be in a position to easily begin the game.

SEQUENCE OF PLAY

1. DRAW A CHANCE CARD

Depending on the nature of the Chance card it may be played immediately, at a player's discretion later in the game, or during a specific part of the turn.

2. INITIATIVE

Players test unit initiative and then activate units.

3. MELEE

Any close combat is resolved.

4. FINAL MORALE

If a unit has failed a morale test in the previous turn but has NOT had a morale test in the current turn, it must check to see if it recovers or fails further.

Note that morale must be tested at the point in the turn that a unit has a reason to check it, such as being fired at. This can lead to a unit being morale tested several times in one turn – for example, if a unit receives fire from multiple enemy units.

Anglican League militia take control of a vital communications point

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UNIT INITIATIVE

Note that units suffering from failed morale may be reacting to that and so are not part of this process.

Units that have appeared due to Chance cards, such as snipers and aeroplanes, move immediately without taking this test. Tank hunters that suddenly arrive due to the Chance cards do take an initiative test if the vehicle they are attacking is defended. If it is not defended, they automatically pass this test and attack.

Each turn is divided into a series of conflicts as each player chooses a unit that they wish to activate. Having chosen openly so that all players know their opponents' general intentions, they follow the following sequence:

- Rolls a D6.
- Add the unit's initiative score.
- Add the unit's officer's grade (if the officer of the unit is missing, this command element of initiative is lost).
- –1 if the unit is Confused.
- –3 if the unit is Demoralised.

The highest scorer is the winner, and activates his unit as desired: it may Move, Fire and Move, or Move and Fire.

The loser may continue to attempt to activate until successful.

In the case of a tie, roll the dice again.

Repeat the process with the next units. Continue this until all the units that the players wish to activate in the current turn are activated.

If a player does not wish to activate a unit, the other player may activate one without taking a test.

Each activation must be treated in isolation as a player that has chosen to not activate anything may decide to activate a unit at the next opportunity during the same turn.

If one player has more units than the opposition then there will come a point when one player may have activated all of their units but the other player has several still to use. This player can now simply activate each of these units in the order they wish and an initiative test is unnecessary.

Units can decide to not use this action and remain on overwatch.

Units can only be activated once per turn.

Once every unit on the table has taken action the turn is complete.

A Canadian International Brigade unit advances through a village

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A Nationalist tank advancing with Carlist infantry in support

COMMUNICATION

Communication is very important – not only for giving orders but also as a mean of keeping your force flexible and able to react to new situations. There are several methods of communication:

- Runner. This moves at the speed of a man on foot (see infantry movement).
- Dispatch rider. May use a motorcycle, car or horse, and moves accordingly.
- Telephones. HQ units can either run a line from its location to a unit, or can tap into the existing telephone lines – by tapping into telephone wires of by occupying certain locations (police stations, post offices, telephone boxes etc.). Control of these locations will probably play quite a tactical part in the game.
- Pigeons are not considered useful for on-table communication, being better suited for established long-distance routes.
- Radios are only available to regular forces.
- Semaphore Flags. The sender and receiver must be within observation range and line of sight. It takes 2 whole turns to send and receive a message.
- Flares can be used for simple signals such as red for attack and blue for retire. A player should work out his colour system before the game. Remember that white flares do not really work in the daytime!

A unit receiving a message can react to it immediately if all its elements are within the command radius.

OVERWATCH

Any unit armed with small arms, machine gun, or AT gun (including vehicles so armed) can decide to not take the initiative test and instead hold back its firing until later in the turn if a target presents itself.

In order to be able to do this, it cannot have moved or fired in either the previous or current turn, and must be designated by the player as being

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Carlists tentatively prepare to cross the wire

on overwatch at the start of the turn. This can be done by either writing it on the unit sheet or by placing a marker next to the unit.

The unit on overwatch may fire at a target when it chooses, as long as the target is in view. The firer cannot pre-measure the range from to the target.

When fired upon, the target unit may only return fire when the controlling player wins an initiative test for it, and may not respond if it has already been activated that turn.

If the target unit's player wishes to try to beat the attacker on overwatch to the punch, the target unit must win an initiative test as normal, but with an additional –2 modifier.

MOVEMENT

All movement is a set distance, to which is added the result of various dice rolls. This allows for a certain amount of variation and uncertainty as to what can be achieved. Personally, I prefer this element of chance, otherwise the nature of set move distances makes a game feel a bit too much like chess.

Movement is done by figure rather than by unit, so within a 10-man unit some figures may run, some walk and fire, some crawl, and some remain on overwatch. However, the player may, if he wishes, roll the extra die for each figureor for the entire squad - this must be announced before rolling.

For example, a 10-man unit may decide to keep its LMG on overwatch while the rest of the unit runs forward.

INFANTRY MOVEMENT

Infantry move according to the table below:

Walk	A figure moves 6" plus the result of the roll of an average die. The figure can also fire if it uses this movement rate. Figures within buildings or defensive positions such as trenches move at walking rate.
Run	A figure moves 6" plus the roll of two average dice. A figure that runs cannot fire in the same turn. A unit that fails a morale test and must run for cover uses this move rate and cannot fire. A figure can only move this way for two consecutive turns – then it needs to move at a standard rate or stop movement for at least one turn before it can start running again.
Fire and Manoeuvre	A figure moves 3" then lies down. Firing is allowed. If fired at, the figure counts as being in light cover.
Crawl	A figure moves up to the roll of an average die. The figure can also fire.

Figures who are able to fire and move may choose whether to fire or move first.

Entering or leaving a vehicle costs half a move.

CYCLISTS

Cyclists can move 10" plus the roll of a D6 on roads. Cross-country movement is at infantry rates – the bicycles of the 1930s were not the all-terrain types we have today! Mounting and dismounting a bicycle has no penalty.

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ARTILLERY

Artillery crew may move an AT piece of up to 75mm calibre by hand. They move up to the roll of one average die, and may not fire the gun while moving.

OBSTACLES TO INFANTRY

Obstacles such as walls, hedges, streams or ditches are crossed at a cost of a 6" movement penalty. If the figures moving do not have a full 6" of their move left to lose, they lose the remainder of the 6" from their movement on the next turn.

Rivers wider than 4" need to be crossed by ford, bridge or boat. Swimming, unless determined by prior agreement, is not an option.

Moving up hills is done at half movement rate.

Swampy, marshy or wooded areas limit movement to walking pace, but without the usual average die roll.

Certain obstacles, such as quicksand, cannot be crossed, and need to be agreed and identified at the start of the game.

Barbed wire is classed as a linear obstacle and takes one full turn to cut through. So, if a figure arrives at the wire halfway through its movement allowance, it stops for the remainder of the move and must remain in place for the whole next turn in order to cut the wire.

WEAPONS SET-UP

Certain weapons take time to set up. It takes 1 turn to set up a heavy weapon such as an HMG, mortar, rocket or AT gun. During this set-up period, the weapon and crew may not move or fire.

ENGINEERING ACTIONS

In games set in the interwar period there may be an element of engineering work, including such tasks as building a barricade across a street, digging trenches, laying barbed wire or reinforcing a building's defenses.

Due to the sheer number of variables, it is very difficult to create a definitive list of how long each operation will take to complete. Consequently, the table below offers a pretty generic list that can be used in games. If a scenario calls for something more specific, the players can use these timings as a guide.

No work of any kind may be done out if the unit attempting to carry it out is under fire.

Engineering Work	Figures Needed	Turns Taken	Notes
Setting rolled barbed wire	2	1	Per 4" length
Setting stacked barbed wire	2	1	Per 1" length
Building or dismantling a barricade (soft cover)	1	1	Per 1" length
Building or dismantling a barricade (hard cover)	1	2	Per 1" length
Fortifying a building	1	3	Per 5 points of defence value. A building may only receive a maximum of 10 points of extra defence value.
Digging a one-man scrape or foxhole	1	2	Offers soft cover and has a defence value of 2.
Digging a one-man trench	1	4	Offers hard cover and has a defence value of 5.
Building a bonfire	1	3	Will burn for 5 turns.
Clearing a minefield	1	3	Per 1" wide path. Also, roll 2D6 – on a 12, a mine explodes, killing the figure.

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CAVALRY MOVEMENT

The standard cavalry move is 10" plus the roll of a D6.

CHARGING

To charge, a unit moves 14" plus the roll of a D6, but may only do so once per game.

MOUNTING AND DISMOUNTING

It takes one complete turn for figures to accomplish this. This represents not just the figure getting on and off the horse, but also the horse being given to or taken from a horse holder and the rider sorting out his weapons and equipment. The figure can be placed anywhere within 3" of the position at which the player decides to dismount them.

The use of horse holder figures to mark the position of the horse is advised for practicality, as well as to look good on the table. If not used, the player needs to mark the position of the horse as it may become a casualty. Although it was usual for 1 in 4 troopers to act as horse holders, these rules do not take figures from the firing line in order to do this – every figure who dismounts is considered to be in the fighting unit.

VEHICLE MOVEMENT

Below are tables showing movement rates for a variety of vehicles for the interwar period. There are obviously others not on this list, and if a player wants something specific to be represented in-game, it can probably be very easily researched.

I tend to base my vehicles, so it is very easy for me to place a label with useful stats on the bottom of each base and save time looking things up during a game.

WHEELED VEHICLES

Vehicle	Movement
Motorcycle	25" + D6
Light truck or car	20" + D6
Medium truck	16" + D6
HR* light armoured vehicle	14" + D6
HR* heavy armoured vehicle	10" + D6
Light armoured car	18" + D6
Heavy armoured car	10" + D6
*** HR = Heath Robinson improvised armour.**	

All wheeled vehicles moving cross-country roll a single D10 for movement.

Heath Robinson improvised vehicles lose the D6 modifier if a 6 is rolled.

A vehicle throwing 6 two turns in a row breaks down. Roll a D6 every turn thereafter in which the crew or a repair unit is able to work on the vehicle. The vehicle is repaired on a 5+.

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TANKS

Nation	Vehicle	Movement
Soviet Union	T-26 (light)	12″ + D6
	BT-5 (medium)	16″ + D6
	T-28 (medium)	12″ + D6
	T-35 (heavy)	10″ + D6
Germany	Panzer I (light)	16″ + D6
	Neubaufahrzeug (heavy)	10″ + D6
Italy	CV33/35 tankette (light)	12″ + D6
	Lancia Flamme tankette (light)	12″ + D6 (half move if firing)
Spain	Trubia (light)	12″ + D6
UK	Carden Lloyd tankette (light)	16″ + D6
	Vickers Light MkII (various) (light)	16″ + D6
	Vickers Export (light)	12″ + D6
	Vickers Medium MkII (medium)	10″ + D6
	Whippet (medium)	8″ + D6
	Matilda I (heavy)	12″ + D6
	Vickers Independent (heavy)	10″ + D6
France	Renault. FT17 (light)	10″ + D6
	Hotchkiss H35 (light)	10″ + D6
	Renault R35 (light)	10″ + D6
	Char D1 & D2 (medium)	10″ + D6
	Char B1 (medium)	10″ + D6
	Char 2 (heavy)	6″ + D6
Japan	Type 89 Chi Ro (light)	10″ + D6
	Type 94 Te Ke (light)	16″ + D6
	Type 97 Chi Ha (medium)	14″ + D6
USA	M1 Combat Car (light)	16″ + D6

All tanks lose the D6 variable movement roll when moving cross-country.

Armoured vehicles were not that reliable in this period, so it is advised that, if the players are using tanks, a Chance card is added to the deck that concerns a tank breakdown.

OBSTACLES TO VEHICLES

Vehicles cannot crash through walls or any other terrain. For example, an interwar tank cannot knock over a tree or smash through a house as later tanks could.

Rivers wider than 4” need to be crossed via a ford or bridge.

Movement uphill is done at half speed.

Vehicles cannot cross swampy, marshy or heavily wooded areas. These types of terrain on the table need to be determined beforehand.

Barbed wire may be run over by tracked vehicles without penalty. Wheeled vehicles cannot cross barbed wire.

Certain terrain, such as antitank ditches or barricades, is impassable to vehicles. Again, these need to be identified before the game.

FIRING

TARGET ACQUISITION AND LINE OF SIGHT

Any unit, whether using small arms, artillery, or anti-tank weapons, must designate a target before it fires, to ensure that players make the decision

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Republican machine gun teams

before rolling any dice.

Obviously, the ability to see a target unit is important and so line of sight must be checked before designating the target.

Range cannot be pre-measured by a player (oh, come on – that's just cheating!). If, when measured, the target is out of range, the firer loses the ammunition and achieves no hits. The target unit does not have to take a morale test under these circumstances.

Units defending buildings are limited only by the number of figures that can be placed within the model building or its base. The figures will still fire as a unit and not as individuals, so the unit can fire out of the building in whatever direction the player chooses.

Similarly, a unit firing at the building takes the closest part of it as the range and the building is considered hard cover.

AMMUNITION AND MORALE

A unit uses ammunition every time it fires. Even if only part of the unit fires, it still loses one point from of its allotted ammunition.

When a unit (be it infantry, artillery or a vehicle) runs out of ammunition, it becomes Demoralised, takes an immediate morale test and reacts accordingly. A morale test is taken every turn that the unit has no ammunition.

If the unit is resupplied, the Demoralised status is removed. However, if the unit has suffered negative morale during this period with no ammunition, its morale status remains and it continues to be the subject of morale issues.

SMALL ARMS

Having ascertained that they can see the target, are not out of ammunition, and are within range, the unit can then pull the trigger.

All small arms have the capacity to fire 360 degrees from their position.

The following table lists each type of weapon, its range, the number of dice rolled per attack, and the score needed to hit the target at each range. If a weapon does not have a capacity for long range the range is marked as –.

POUM militia defend their trench

Weapon and Dice Rolled	Range and Target Number		
	Short	Medium	Long
Pistol *1D6*	1–4″ *4+*	5–8″ *5+*	– –
Shotgun *1D6 per barrel*	1–4″ *3+*	5–8″ *4+*	9–10″ *6*
Rifle *1D6*	1–8″ *4+*	9–20″ *5+*	21–25″ *6*
Sniper Rifle *1D6*	1–12″ *3+*	13–22″ *4+*	23–30″ *5+*
SMG *2D6*	1–4″ *3+*	5–8″ *4+*	9–12″ *6*
LMG *2D6*	1–8″ *3+*	9–20″ *4+*	21–25″ *5+*
HMG* *4D6*	1–10″ *3+*	11–24″ *4+*	25–30″ *5+*

***HMG covers all the World War I classifications for the weapon as well as any of the larger types that were developed before or during World War II.**

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Asaltos man the barricades

Weapons that roll more than one die can hit a different target with each die, provided both targets are no more than 2" either side of a straight line drawn from the firer to the targets' area (taking into account range, cover and line of sight as usual). This gives a 4" spread.

The following modifiers are then applied to the dice rolls:

Modifier	Unit State
-1	Firer moved this turn.
-2	Target is infantry that ran last time it was activated. This may be the previous turn if it has not yet been activated on the current turn.
-1	Target is behind light cover (e.g. hedge, gun shield), lying down or crawling.
-1	Target is behind heavy cover (e.g. stone wall) or in a trench.
-1	Firer is Confused.
-2	Firer is Demoralised.
+1	Firer belongs to an Elite unit.
+1	Firer is defending a hard cover position.

If the final result is equal to or greater than the target number for the appropriate range, then a hit has been scored, and a casualty inflicted.

Each individual figure should pick its own specific target and roll for that. However, in certain circumstances, this can prove unnecessary (e.g. when a whole unit fires at the same single target). So, to speed things along, the firer simply rolls all the necessary dice for each weapon type and notes the result. Take the casualties from the nearest figures. If a special figure such as an officer or medic is in the group roll a D6 for each. A roll of 5+ will confirm that the special figure is a casualty. If not, then simply choose and remove another rank and file figure.

A unit that is in range of the weapon firing at it, even if it does not suffer casualties, must take an immediate morale test.

Vehicles firing small arms or machine guns follows exactly the same procedure, but note that if it fires while moving, it has a range of just 10" and can only hit a target on a roll of 6 on a D6.

Republican artillery

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SMALL ARMS FIRING AT VEHICLES

UNARMOURED TARGET VEHICLE

Small arms being fired at an unarmoured vehicle, such as a car or truck, are hit in the same way as any other target except that the crew is considered in soft cover. If the unit firing rolls two sixes, the vehicle is damaged in addition to casualties being inflicted on the crew. Roll on the following table to see how the vehicle is affected:

D6 Roll	Result
1	No effect. Morale test on crew with a -1 modifier.
2	No effect. Morale test on crew with a -2 modifier.
3	Engine hit. Vehicle stops immediately. Crew bails out and moves up to 4" towards nearest cover and away from firing weapons. Unit takes a morale test with a -1 modifier.
4	Front tyre riddled. Vehicle moves 6" straight, then stops. Crew bails out and moves up to 4" towards nearest cover and away from firing weapons. Unit takes a morale test with a -1 modifier.
5	Engine hit. Vehicle bursts into flames and burns for the rest of the game. Crew bails out and moves 4" towards nearest cover. Unit takes a morale test with a -2 modifier.
6	Vehicle explodes. Each crew member rolls a D6: 1–3 they are killed, 4–6 they survive. Survivors bail out and move up to 4" towards nearest cover and away from firing weapons. Unit takes a morale test with a -3 modifier.

ARMOURED TARGET VEHICLE

Most small arms have no effect on armoured vehicles. Only LMGs and HMGs can affect armoured vehicles, and are then only effective up to 10" range. They roll their usual number of dice, but need a double 6 to achieve an effective hit. If successful, consult the following table:

D6 Roll	Result
1	No effect. Morale test on crew with a -1 modifier.
2	No effect. Morale test on crew with a -2 modifier.
3	Driver killed. Vehicle stops immediately. Morale test on crew with a -2 modifier.
4	Driver killed. Vehicle swerves 90 degrees to the right and continues moving for 10" then stops. Morale test on crew with a -2 modifier.
5	Driver killed. Vehicle swerves 90 degrees to the left and continues moving for 10" then stops. Morale test on crew with a -2 modifier.
6	Vehicle commander killed. Vehicle immediately stops and the crew bails out. Survivors move up to 4" towards nearest cover and away from firing weapons. Unit takes a morale test with a -3 modifier.

GRENADES AND THINGS

Grenades were becoming more common in this period, but were still fairly rare on the battlefield.

All of these weapons can be targeted 360 degrees from the user.

GRENADE

RANGE: 2–6"

The blast has a 3" diameter kill zone. Place the zone on the point of impact, then roll an arrow die and a D3. The impact point moves that many inches in the indicated direction. Roll a D6 for every figure in the kill zone, removing it as a casualty on a 4+. Note that terrain can have an effect on the kill zone. If a figure throws a grenade over a wall or through a door he or she is sheltered from the blast. If a grenade is thrown into a confined space such as a building or a trench, there is no deviation to the point of impact.

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Nationalist artillery

SPANISH SLING-THROWN GRENADE

RANGE: 4–12″

Effect worked out exactly as a regular grenade.

RIFLE GRENADE

RANGE: 4–18″

Effect worked out exactly as a regular grenade, but with a D6 roll for deviation.

SMALL MORTARS

RANGE: 6–36″

Effect worked out exactly as a rifle grenade.

Italian artillery

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ARTILLERY AND MORTARS

This covers all artillery pieces from the smallest to the largest. Larger pieces, although not usually present on the table, may in some scenarios fire from off table positions onto pre-determined targets.

These rules also include tanks and armoured vehicles that fire high explosive rounds and smoke. These can, however, only fire directly – not indirectly. When firing anti-tank rounds, follow the rules in the anti-tank combat section.

All AT guns, mortars, field guns and armoured vehicles with turrets have the ability to fire anywhere in a 360-degree arc without movement penalties.

Artillery is divided into direct and indirect fire.

Direct fire is determined by line of sight between the gun and the target.

Indirect fire is determined by line of sight between the target and an observer with a communication link to the gun. For details on communication methods see the communication section.

DIRECT FIRE

The observation range of the scenario governs the maximum range of artillery – if a unit can be seen, it can be targeted.

Mortars have a minimum range of 10" to prevent them from dropping shot too close and making themselves the target.

The direct firing process is:

- The player estimates the distance from the gun or mortar muzzle to the target and calls this out for all to hear.

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- The player then measures the estimated distance from the muzzle towards the target.
- A kill zone with a radius of 4" is centred on the landing point.
- Roll an arrow die.
- Then roll a D6.
- Move the kill zone template the number of inches rolled on the D6 in the direction indicated by the arrow die.
- Anything – friend or foe – caught within the kill zone must check for casualties or damage. See below for effect.

The player is advised to make a note of the landing place so that next turn he can use this as the basis of a subsequent range estimate.

If the player's estimate was spot-on, and decides to fire at the same target in the next turn, and the target has not moved since, he does not need to bother estimating or measuring, but just fires for effect:

- He still rolls an arrow die, but rolls a D3 for deviation distance instead of a D6.
- If the player failed to hit the target, he can attempt to walk the fire onto the target by simply estimating the distance from the original point of impact to the aiming point. He then uses a D3 and arrow die for deviation.

If a new target is chosen, or if the previous target has since moved, the direct firing process must begin again with a new range estimate (although a canny player will keep track of how far a target unit moves away from the original point of impact…).

INDIRECT FIRE

Artillery pieces firing indirectly can reach all parts of the table and may thus be situated off-board.

The most important thing is the observer must be able to see the target and communication with the artillery. As with direct fire, the observation distance determines the range, but all measurement is done from the observer, rather than the gun muzzle.

Carlist armoured car with artillery spotter

Each field gun or battery of 2 field guns may have one observer who must be positioned on the table. This observer can be on foot, in a vehicle or even in a scout plane. The most important thing is that he must be able to communicate with the battery via any of the methods previously described.

The indirect firing works exactly as the direct fire, save for all measurements being made from the observer to the target.

ROCKETS

Small Hales-type rockets may be used. These tend to be more home-made and erratic that the World War II-era German or Soviet types. Usually they are single shot weapons, and follow the same rules as other artillery, but with the following special rules to represent their erratic behaviour:

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Heath Robinson improvised armour

- A D12 is rolled for the deviation distance.
- Rockets have a flat trajectory, and will impact on any obstacle in its path between the launcher and the target.

ARTILLERY EFFECT

All targets caught within the kill zone must roll to see if they become casualties:

Weapon	D6 Roll
Large Mortars	Kill on a 4+
AT Guns firing high explosive	Kill on a 4+
Field guns	Kill on a 3+
Medium or Heavy artillery	Kill on a 2+

If the target is in hard cover, the cover takes the effect of the artillery strike instead of the target, until its defence value has been eroded. For each artillery strike on a location with a defence value, roll a D6 and subtract the result from the defence value. At the point that the defence value reaches 0, the cover is destroyed and figures must roll to survive. If the construction could catch fire, it does so and burns for the rest of the game, rendering it inhabitable by figures.

Barbed wire has no defence value as such. If the artillery strike lands on barbed wire, roll a D6 – a 5+ destroys all wire within the kill zone.

A unit that is hit by artillery, whether it suffers casualties or not, must take an immediate morale test.

HE FIRE ON VEHICLES

To see the results of HE fire against a vehicle, roll a D6 against the following table:

Target	D6 Roll and Result of HE Fire		
	No Effect	Immobilised	Destroyed
Tank	1–4	5–6	–
AFV	1–3	4–5	6
Soft-skin	1–2	3–4	5–6

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An improvised anti-tank barrier

Vehicle crews in destroyed vehicles are considered killed. In Immobilised vehicles, roll a D6 for each crewman – they survive on a roll of 1–3.

Any surviving crew must take a morale test.

SMOKE

Smoke can be a very useful tool to hide movement. Mortars and artillery pieces can fire smoke rounds, as can those tanks with fitted smoke dischargers. Smoke grenades are considered too rare to be used.

Smoke can also be created by building bonfires or by burning buildings.

The most important consideration with smoke is wind direction, rolled for at the start of the game and then every fifth turns thereafter. These results dictate the direction in which smoke blows.

Artillery and mortars fire with estimation and deviation as normal. Each unit can have a maximum of 1 smoke round, determined at the start of the game when ammunition supply is being calculated. These rounds

Republican tankhunters get the drop on a Nationalist tank

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create a white smoke marker 4" wide that lasts for 3 turns and drifts the roll of an average die in the direction of the wind every turn.

Bonfires and burning buildings create a screen 12" long that is aligned with the wind direction, and that lasts for 6 turns.

No firing is allowed through a smoke screen, as it blocks line of sight.

ANTI-TANK COMBAT

Compared with World War II, there were very few armoured vehicles in the interwar period. Many of those that do appear were home-made 'Heath Robinson' types (Heath Robinson was an illustrator whose speciality lay in designing incredibly complex, implausible, ridiculous and humorous machines – his name became a byword in the interwar years for homemade machinery or equipment).

Just as armoured warfare was new to this period, so too were the methods of attacking these vehicles. There was little in the way of formal anti-tank equipment or training, and many Heath Robinson creations were employed. In fact part of the fun of gaming this period is the ability to 'invent' such weapons.

There will, therefore, probably be weapons that gamers create that will not be covered by these rules. The following guidelines should offer a good framework for designing these inventions!

There are three different basic anti-tank methods:

1. Thrown weapons – e.g. petrol bombs.
2. Brute force and ignorance – e.g. tank traps and crowbars.
3. Aimed weapons – e.g. anti-tank guns.

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STOPPING AFVS

One of the most logical, if not entirely necessary, considerations in attacking an armoured vehicle is the need to stop the target – greatly improving the attackers' chances of success.

Attackers can employ various methods to stop AFVs – barricades, road blocks or even more devious devices (such as parking a pram in front of the target or laying dinner plates in the road to represent mines).

But will the vehicle stop?

For an AFV to approach any form of static defence it must pass the following test. This is not a morale test but a curiosity test instead, and so does not have an effect on morale considerations.

Add the vehicle's morale level to the roll of an average die, and apply the following modifiers:

Modifier	Vehicle State
+ 1	Other friendly AFV within 10" and in line of sight
+1	Friendly infantry within 6"
- 1	Vehicle damaged previously
- 1	Vehicle Confused in previous morale test
- 2	Vehicle Demoralised in previous morale test

A result of 6+ allows the vehicle to carry on as normal. Less than 6 and the vehicle stops 1" from the obstruction. It will remain halted for the remainder of the turn in which it made contact with the obstruction and for the rest of the next turn. It will then test again and act (or not) on the result.

As the vehicle sits there, trying to work out what to do next, it makes an easier target for an attacker. If the intention is to attack a vehicle rather than hold it up, then look at the following section.

BRAVERY TEST

For an attacking figure to muster up the courage to use close-range hand-held weapons against an armoured vehicle, a bravery test needs to be taken. This does not apply to such weapons as AT guns.

Roll a D6. If a figure is throwing from a hidden or safe position you need to roll 4+. If a figure is throwing from the open you need to roll a 5+. Units with a morale level of 4, 5 or 6 (see below) may add +1 to the die roll.

Morale	Unit
4	Well-trained units with strong political views (e.g. British Union of Fascists, International Brigades, Carlists), or paramilitary units (e.g. police).
5	Veteran or well-trained military units.
6	Elite units such Regular Army Guards unit.

I would also suggest that the scenario designer adds a Chance card to the deck that may be drawn and held onto in order to to help pass this bravery test.

Some units, such as Moroccans in the Spanish Civil War, may be specialised tank hunters. Such units are not required to take a bravery test to assault an armoured vehicle, as they are considered brave – or even stupid – enough to attempt it regardless! Tank hunter teams generated by Chance cards do not need to take a bravery test either.

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WEAPONS AND METHODS

MOLOTOV COCKTAIL

Range is 6". The player controlling the attacking figure rolls a D6. A 2+ means that the petrol bomb fuse is lit and the figure can now throw it at the target. Note that special Chance card tank hunter teams that suddenly arrive on the table are ready for immediate action with their fuses lit, and so do not make this initial roll.

A moving vehicle is hit on a D6 roll of 5+, a stationary vehicle is hit on a 2+.

If hit, all types of vehicle are immediately on fire and immobilised. Crews must abandon the vehicle – roll a D6 for each crew member or passenger, on a 4+ they are removed as casualties. Survivors take an immediate morale test.

A Republican tank ablaze

A vehicle will burn for 3 turns for each petrol bomb that hits the vehicle. A vehicle is destroyed if it burns for 6 consecutive turns. If the target is set on fire, other tank hunters can throw unlit Molotovs into the fire without needing the initial roll to light the fuse – they are simply adding fuel to the fire. It is therefore best to have a gang of petrol bombers.

HAND GRENADE

Range is as per the standard grenade rules. Grenades have no effect on tanks or AFVs unless they have open compartments.

A moving vehicle is hit on a D6 roll of 5+, a stationary vehicle is hit on a 2+.

If hit, a roll of 5+ on a D6 immobilises the vehicle. and the vehicle is immobilised. Then roll a D6 for each crew member or passenger, on a 4+ they are removed as casualties. Survivors take an immediate morale test.

DYNAMITE

Range is 6". The player controlling the attacking figure rolls a D6. A 2+ means that the dynamite fuse is lit and the figure can now throw it at the target. Note that special Chance card tank hunter teams that suddenly arrive on the table are ready for immediate action with their fuses lit, and so do not make this initial roll.

A moving vehicle is hit on a D6 roll of 5+, a stationary vehicle is hit on a 2+.

If a hit is achieved, roll a D6 against the following table to find the result:

Target	D6 Roll and Result of Dynamite		
	No Effect	Immobilised	Destroyed
Tank	1–5	6	–
AFV	1–3	4–5	6
Soft-skin	1–2	3–4	5–6

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Vehicle crews in destroyed vehicles are considered killed. Roll a D6 for each crewman or passenger in an immobilised vehicle, with casualties coming on a 4+. All survivors must take a morale test.

CROWBARS

Now this is straight out of the Home Guard manual, and only for the really brave or the lunatic fringe!

The vehicle must be stationary. The attacking figure must be right next to the vehicle in order to poke the crowbar into the tracks. A roll of 5+ on a D6 means that the track has been broken and the vehicle cannot move. The attacker can make this roll every turn in which the figure stands next to the stationary vehicle, so he may eventually succeed even if initially unsuccessful. Good luck!

Vehicles with closed hatches can also be attacked with crowbars. Only stationary vehicles may be attacked in this way.

Having stopped the vehicle and, if necessary, passed the bravery test and climbed onto it, the attacker tries to open the top hatch, making a D6 roll against the following table:

D6 Roll	Result
1	Vehicle reverses 6" sharply, causing the attacker to fall off and run back to cover.
2	Hatch is opened and the attacker fires a pistol into the vehicle. The commander is killed and the crew surrender.
3	Hatch is opened. The attacker is shot by the commander.
4	Hatch is opened. The crew surrender.
5	Attacker cannot open the hatch and runs for cover.
6	Top hatch is opened. The crew bale out and run towards their lines. The vehicle is captured.

ANTI-TANK MINES

Following World War I, anti-tank mines were developed in small numbers and used in some of the interwar conflicts, though never in the volume in which they were deployed in World War II. Anti-personnel mines were developed in the 1930s to defend the anti-tank minefields.

Mines can either be used individually – strategically placed in a road or on a bridge to stop, damage or destroy enemy vehicles – or en masse – in interwar terms, rarely more than a few mines.

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Minefields are best planned for as part of the scenario design, but if the players wish to allow the defender a bit of control, I would suggest that the defender roll an average die and may deploy that number of minefields as part of his defences. Players can also place dummy markers and signs to try and bluff their opponents!

A minefield is no more than 4" across. If I'm honest, I cheat a little and use old CDs as minefield markers. These are slightly larger but do the job easily.

Minefields can be cleared, as per the engineering actions table.

When a vehicle arrives at a mine or minefield, the player can decide to either stop and examine the mine(s) or simply drive across. If the latter option is chosen, a bravery test, as above, is required to determine if the driver is as brave as the player.

If the vehicle passes and drives over the mine or enters a legitimate minefield, the owner of the mine rolls a D6, with a 5+ detonating the mine.

A D10 is then rolled against the following table:

D10 Roll	Result
1	Radio destroyed. Crew is Confused and must take a morale test.
2	Radio destroyed and driver concussed. Vehicle remains stationary for 2 turns. Crew is Confused and must take a morale test.
3	Track or wheel broken. Vehicle will not move. Crew is Confused and must take a morale test.
4	Driver controls damaged. Vehicle will only move at half speed in reverse. Crew is Demoralised and must take a morale test.
5	Crew bail out and run away. Vehicle is in usable condition with no damage, and may be retrieved by either side. Crew permanently Demoralised and must take a morale test.
6	All occupants concussed. Vehicle stops and takes no action for 2 turns. Crew permanently Demoralised and must take a morale test.
7	Engine damaged. Vehicle stops and all crew bail out and run to nearest cover. Crew is Demoralised and must take a morale test.
8	Vehicle bursts into flames. Roll a D6 for each crew member or passengers – casualties on a 4+. For survivors, roll a further D6 – on a 4+ they bail out and surrender to the nearest enemy, otherwise they bail out and rout off the table.
9	Vehicle destroyed. All crew and passengers killed.
10	Vehicle destroyed. All crew and passengers killed.

ANTI-TANK ROCKET

Small Hales-type rockets may be used and operate in exactly the same way as those under the artillery rules category. If the rocket hits, the vehicle is destroyed and the crew all killed.

ANTI-TANK GUNS

This category ranges from AT rifles through to specialist artillery pieces, and includes field gun capabilities.

Having managed to observe (see observation and line of sight sections, above) a target the firer then needs to hit it. This will depend on range and terrain issues. First, identify the target's situation:

- Stationary – the target vehicle has not moved so far this turn.
- Moving – the target vehicle has moved more than half of its move across flat terrain with no obstructions.
- In Difficult Terrain – the target has moved less than half its move over difficult terrain (e.g. undulating fields, built up areas, behind hedgerows etc,).

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Once that is established, roll 2D6 against the following table:

Range	2D6 Roll and Target Situation		
	Target Stationary	Target Moving	Target in Difficult Terrain
0–10″	3+	5+	7+
11–20″	5+	7+	9+
21–30″	8+	9+	10+
31–45″	9+	10+	11+
46–60″	10+	11+	–

Apply the following modifiers:

Modifier	Unit State
-1	Firer is Confused.
-2	Firer is Demoralised.

A moving vehicle simply has to roll a 12 on 2D6 to hit its target at any range. This simple mechanism is intended to show that hitting anything from a moving vehicle is simply a matter of luck!

If a hit is achieved, the next step is to compare the firer's gun penetration value against the target's defence value. Roll a D10 and add the appropriate penetration value from the table below:

Weapon	Range and Penetration Value				
	0–10″	11–20″	21–30″	31–40″	41–50″
Anti-tank rifle	9	8	7	–	–
Anti-tank rocket*	14	14	14	14	–
20mm Solothurn (Italy)	11	10	9	8	–
25mm Hotchkiss (France)	12	11	10	9	–
37mm Hotchkiss (France)	14	13	12	11	9
37mm Bofors	14	13	12	11	9
PaK 37mm (Germany)*	14	13	12	11	9
2pdr (UK)	14	13	12	11	9
45mm (Soviet Union)*	14	13	12	11	9
47mm (France/ Belgium)*	15	14	13	12	11
3pdr (UK)*	16	15	13	11	10
57mm (Japan)*	16	15	13	11	10
*** weapon can fire high explosive.**					

Compare this total with the target's defence value in the table below.

Nation	Vehicle	Defence Value
Generic	Light truck or car	6
	Medium truck	7
	HR* light armoured vehicle	9
	HR* heavy armoured vehicle	10
	Light armoured car	12
	Heavy armoured car	14

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Soviet Union	T-26 (light)	15
	BT-5 (medium)	15
	T-28 (medium)	15
	T-35 (heavy)	17
Germany	Panzer I (light)	15
	Neubaufahrzeug (heavy)	17
Italy	CV33/35 tankette (light)	12
	Lancia Flamme tankette (light)	12
Spain	Trubia (light)	12
UK	Carden Lloyd tankette (light)	10
	Vickers Light MkII (various) (light)	12
	Vickers Export (light)	15
	Vickers Medium MkII (medium)	15
	Whippet (medium)	12
	Matilda I (heavy)	18
	Vickers Independent (heavy)	18
France	Renault. FT17 (light)	14
	Hotchkiss H35 (light)	16
	Renault R35 (light)	16
	Char D1 & D2 (medium)	16
	Char B1 (medium)	18
	Char 2 (heavy)	18
Japan	Type 89 Chi Ro (light)	14
	Type 94 Te Ke (light)	13
	Type 97 Chi Ha (medium)	15
USA	M1 Combat Car (light)	14
*** HR = Heath Robinson improvised armour.**		

If the attacker equals or exceeds the defence value, the hit has done damage. Roll a D10 against the table below to determine the effects of the hit:

D10 Roll	Result
1	No damage. Crew must take a morale test.
2	Track or front wheel broken. Vehicle will not move. Crew is Confused and must take a morale test.
3	No damage, but panicked crew. Crew bail out of the vehicle and lie down in light cover. Roll a D6 – on a 4+ the crew remounts and may carry on as normal next turn, otherwise they remain hugging the dirt and Confused until the next turn, when they must take a morale test.
4	Driver controls damaged. Vehicle will only move at half speed in reverse. Crew is Confused and must take a morale test.
5	Turret or upper hull hit. Main weapon destroyed. Radio destroyed. Crew permanently Demoralised and must take a morale test.
6	Hull hit. All occupants are concussed for 1 turn. Vehicle stops and takes no further action for this turn or the next. Crew is Demoralised and at a –3 on all future morale tests.
7	Engine damaged. Vehicle stops and all crew bail out and run to nearest cover. Crew is Demoralised and must take a morale test with a –3 modifier. If the test fails, the crew routs from the table, leaving the vehicle in place. If they pass, the crew may remount the vehicle next turn.
8	Vehicle bursts into flames. Roll a D6 for each crew member or passengers – casualties on a 4+. For survivors, roll a further D6 – on a 4+ they bail out and surrender to the nearest enemy, otherwise they bail out and rout off the table.
9	Vehicle destroyed. All crew and passengers killed.
10	Vehicle destroyed. All crew and passengers killed.

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OTHER WEAPONS

FLAMETHROWERS

Not the nicest of weapons, but then again, war is not nice. Flamethrowers were used very successfully in the trench warfare of World War I. Some saw use in the Spanish Civil War, most notably by the Kondor Legion and the Italian CTV.

MAN-PORTABLE

Range: 8”
Burst: 2” wide

VEHICLE-MOUNTED

Range: 12”
Burst: 2” wide
Vehicles move at half speed if they fire and move in the same turn.

Any figure caught in the burst is deemed a casualty.

Figures in buildings, unarmoured vehicles or fortified positions roll a D6. They are casualties on a score of 3+, and the building or vehicle is set on fire.

For armoured vehicles, roll a D6 – on a 4+ the vehicle is set on fire and the crew killed.

Any units targeted by these weapons take a morale test.

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GAS

Possibly the most emotive weapon in history, gas was used extensively in World War I, but less so in later years. While is does still have a place on the battlefields of the interwar period, its inclusion in a scenario is at the players' discretion.

Gas can be delivered in a number of ways:

- Artillery shell. Use the artillery rules as normal, creating a 4"-diameter gas cloud.
- Canister. Simply take your gas canisters to the let off point and turn on the taps. This creates a cloud 8" long and 3" wide that stretches in the direction of the wind.

All movement and duration of gas clouds is treated exactly as smoke.

Targets of gas suffer two effects:

1. Morale. Each unit within 10" of a gas cloud become Confused. While a unit is within a gas cloud, it is considered to be Demoralised.
2. Casualties. If a unit is caught within a gas cloud, roll a D6 for each figure. If the unit has gasmasks, a 6 will cause a casualty, otherwise remove figures on a 3+.

ANTI-PERSONNEL MINES

Anti-personnel mines are laid in the same way as anti-tank mines. The player can even choose to have an area that contains both anti-tank and anti-personnel mines.

Minefields can be cleared, as per the engineering actions table.

As a figure enters the designated minefield, roll a D6. On a roll of 5+ the figure is killed, otherwise he is safe.

AIRCRAFT

Aircraft are brought onto the table either via a Chance card or are specifically written into the scenario. All planes can enter from a table edge of the controlling player's choice.

Aircraft should be limited in how long they remain over the table to avoid the risk of them dominating the scenario.

Aircraft move up to the following distances on the table. Note that this is a very generic list and the players can opt to do some research into their favourite planes and work out specific movement rates.

Aircraft Type	Movement
Small biplane	40″
Small monoplane	40″
Medium aircraft	35″
Large aircraft	30″

Aircraft are very limited and usually used for observation. However, some may be used for strafing ground troops, light bombing, or even firebombing.

There are 3 flying altitudes.

- Low level – taking off and landing.
- Attack level – used for strafing and light bombing.
- High level – used for heavy bombing and cruising.

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Tallyho!

It takes one turn to change from one height to the next in rotation. Therefore a plane must move from high to attack to low level. This takes two turns. It may not move directly from high to low.

GROUND ATTACK

- Machine gunning ground troops
  - The plane must be at attack level.
  - Range is 35", measured from the centre of the plane's base to the centre of the kill zone.
  - Place a 4" kill zone on the target.
  - Roll an arrow die, then a D3 for deviation.
  - If there are figures within this kill zone, roll a D6 for each. They are casualties on a roll of 3+.
  - A plane can only make two passes over a target before it is considered to have run out of ammunition. Obviously this will depend on how target-rich the table is and also how much time the plane has to manoeuvre into position for two passes.

- Light bombing
  - May be carried out from attack or high level.
  - Place Place the kill zone marker on the target.
  - Roll an arrow die, then a D10 (if at attack level) or D20 (if at high level) for deviation.
  - Roll a D6 for everything within the kill zone. Figures are killed on a 3+.
  - Use the High Explosive effect chart for vehicles.
  - A plane can make one pass and drop as many bombs as it was historically able to carry.

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I have not added rules for heavy bombers as these seem a bit too powerful for this scale of game. If, however, the players wish to enter the world of strategic bombing, they can easily expand on the light bombing rules above.

ANTI-AIRCRAFT FIRE

Every plane should have a defence value established before the game. A list of examples can be found below, and other types can be worked out through research and comparison:

Aircraft	Defence Value
Fieseler Fi156 A/B	10
Hawker Fury	10
Bristol Bulldog	12
Henschel Hs 123A	15
Boeing P-26 Peashooter	15
Gloster Gladiator	15
Arado Ar 95	15
Fiat CR.32	15
Polikarpov I-16 Type 6	15
Junkers Ju 87 Stuka	20

Aircraft can suffer anti-aircraft fire from the ground if it flies within the range of anti aircraft weapons.

Firstly take into account observation distances established for the game, then check the table below. Each weapon has two entries for 'Range' – the first shows the altitudes at which an enemy plane must be flying in order to be targeted, and the second is the effective range of the weapon against aircraft, measured in inches from the muzzle to the centre of the plane's base.

Weapon	Range		Dice Rolled	Result To Hit
LMG	Low or Attack	25″	2D6	5+
HMG	Low or Attack	30″	4D6	5+
20mm	Low or Attack	36″	3D6	4+
Heavy AA Gun	Attack or High	Min 15″ Max Observation limit	3D6	4+

Each hit subtracts 2 from the target's defence value. When the defence value reaches 0, the plane is destroyed. If a plane is shot down, it crashes off-table unless the players wish to add some drama to the scenario.

The plane must take a morale test each time it is shot at, and is subject to the same morale test adjustments as other units. If the plane fails a morale test, it immediately flies away from the table and does not reappear.

DOG FIGHTS

The use of aircraft in wargames is always a matter of personal taste. Many gamers feel that, like the use of weather rules, they can dominate proceedings to the detriment of the actual game. Therefore, I suggest the following approach: if two opposing aircraft are present over the table at the same time, they are considered to have chased each other off and out of the game.

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BOATS

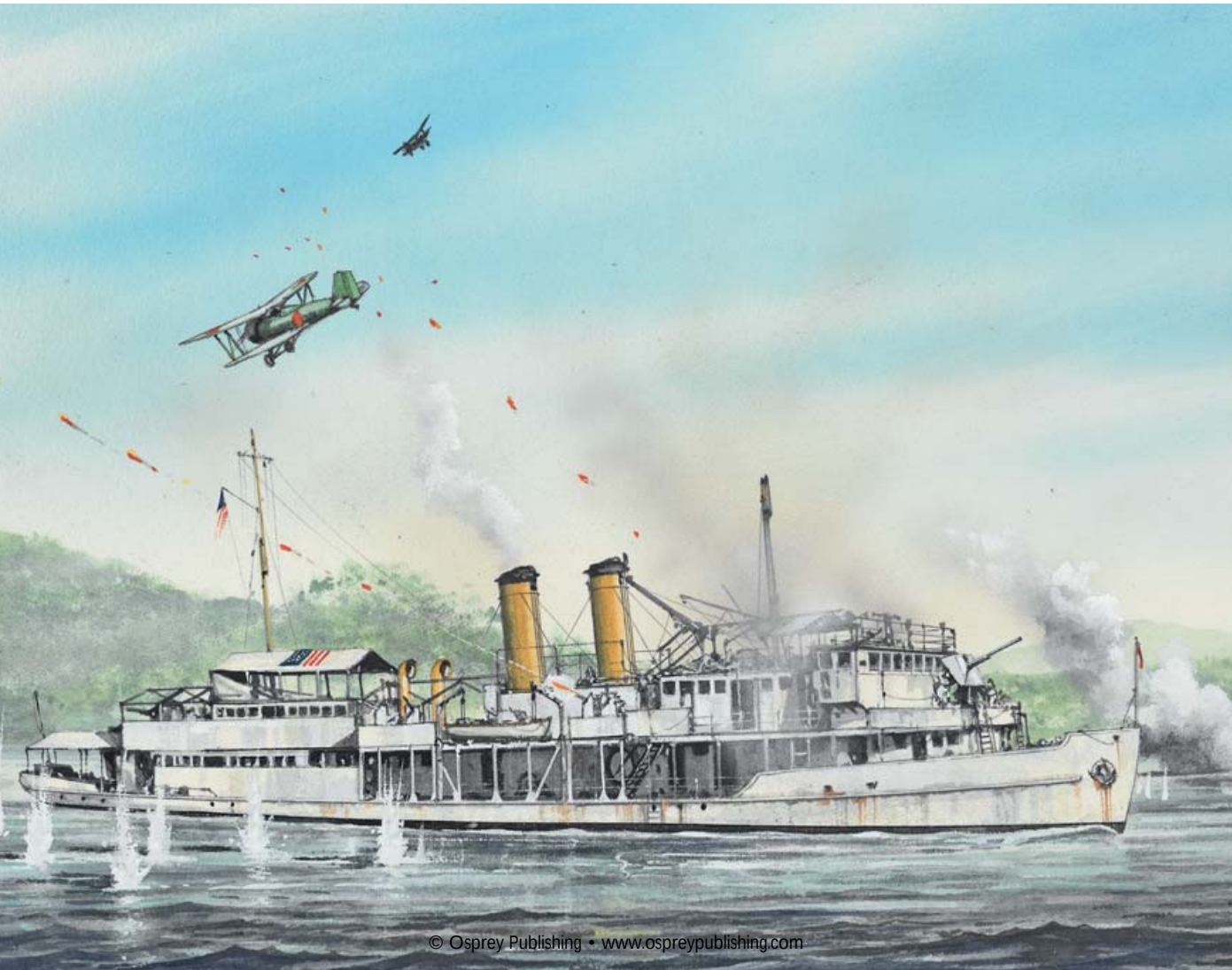
Like aircraft, this topic can become a whole game in itself. For the ease of these rules, we simply hold that boats and (for the really extreme gamer) ships are nothing more than a cross between floating vehicles and buildings. To avoid complications, the effects of extreme weather, winds, tides, currents, etc. will be conveniently overlooked!

My aim with boat actions is that they compliment land-based wargames, and so are used for landings and river patrols where they perform as troop transports or floating gun platforms.

All forms of firing would be covered by the existing small arms and artillery rules.

Each boat should be given a defence value. A tug or fishing boat, for example, may be rated at 25 points. Larger vessels, such as a gunboat, may have a number of defence values depending its length (e.g. a separate value for every 10" section) or for each of its main locations (e.g. each gun turret is rated at 15, the bridge and engine room at 10 each etc.). Look at the vessel and it should be obvious what values are most appropriate. However, do remember not too make it too impregnable!

Movement is fairly basic, and speed is governed by type – a motor launch will be faster than a Chinese junk, for example. Some sample movement rates can be found below:



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Boat Type	Movement
Motor launch	12" + D10
Fishing boat	10" + D6
Barge	4" + D6
Gunboat	10" + D10

TRAINS

Trains are another type of vehicle that could easily over-complicate the rules.

Each carriage of the train should have its own defence value. For example:

Carriage Type	Defence Value
Standard locomotive	15
Armoured locomotive	25
Unarmoured carriage	10
Armoured carriage	15

While speed may be based upon the size and type of a locomotive, I would suggest that, for simplicity's sake as well as to represent the fact that the train is travelling through the battlefield as part of the scenario and not simply steaming at full speed from one side to the next, a standard speed is used. Therefore, all trains may travel up to 15" per turn. If travelling up an incline, roll a D6 and reduce the speed by that amount.

MELEE

I have taken a pretty simplistic view of melee in this period with a one-on-one approach. The vast majority of contact will be resolved by small arms fire, with only the most extreme cases coming to physical contact.

- If a unit manages to get in range to make contact by moving and then decides to attack it must first take a morale test to see if it is willing to follow orders and come to blows. If it passes the test it charges. If it fails follow the morale test result.
- If the attacker passes and charges, the unit being attacked takes a morale test. If it passes, it stands. If it fails it immediately retires 6".
- If both morale tests are passed, the units come into contact. All melee is

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done between individual figures where possible. If there are figures left over, those remaining can assist their allies against opponents. A single figure may only be opposed by a maximum of 2 enemy figures.

- Roll a D6 for each figure. Apply the following modifiers:

Modifier	Unit State
+1	Figure belongs to an Elite unit.
+2	Figure is assisting an ally in outnumbering an opponent.
+2	Figure is defending hard cover such as wall, barricade or building.
+3	Attacker is charging cavalry.
+1	Attacker is mounted on a horse.
-1	Figure is Demoralised.
-1	Figure is defending a trench with attacker above him.
-3	Figure is attacked from behind.

- Figures that lose their individual combats are casualties.
- The loser of the melee is the unit that suffered the most casualties. The loser immediately takes a morale test and reacts accordingly.
- If the melee was drawn, both sides take a morale test.
- This is the end of the first melee turn. If the morale tests and the attrition levels on the figures have not decided the result of the conflict, the melee continues for another turn. Both attacker and defender do not have control of their figures at this point and so do not have the option to retreat. The melee must continue into the next turn and the process repeated.
- If this is the case neither player uses the initiative rule. The melee will be the last action to take place on the following turn once all other units have been activated.
- Other units are free to join in the melee during this second turn.

Carlist company command

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MORALE

Morale tests are taken at the lowest unit level of section/squad, or by independent vehicles.

Take a morale test when a unit:

- Is under fire.
- Is being attacked.
- Failed a morale test in previous turn.

TAKING A MORALE TEST

To take a morale test:

- Take the unit's morale rating (2–6).
- Add the officer's grade:
  - Bad +1
  - Average + 2
  - Good +3
  - Legendary +4

If the officer becomes a casualty, this score is immediately lost. Note that this is not cumulative – only one officer grade can be added to a unit's morale roll.

- Add the result of a roll of an average die.
- Add or subtract the relevant modifiers:

Modifier	Unit State
-1	Unit is under small arms fire. (Note that the target unit must be in range.)
-1	Unit is under artillery fire.
-1	Unit is under attack from a flamethrower or petrol bomb.
-1	Unit is within 12″ of enemy armoured vehicles.
-2	Unit is infantry under sniper fire.
-2	Unit is being attacked by aircraft.
-1	Unit is an armoured vehicle, in contact with the enemy and has no infantry support within 15″.
-2	Unit is within 10″ of a gas cloud.
-1	Unit is out of company HQ's 24″ command & control radius.
-1	Unit failed last morale test.
-2	Unit failed last two morale tests.
+1	Unit fired at the enemy this turn.
+1	Unit is defending hard cover position.
+2	Unit has an attached medic.
+2	Unit has an attached commissar or religious figure. A unit can only have one of these types.
-1	Unit has taken 30% casualties so far in the game. Now classed as Confused for the rest of the game.
-3	Unit has taken 50% casualties so far in the game. Now classed as Demoralised for the rest of the game.

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Please note that a unit can only be either Confused or Demoralised at any one time – the modifiers for these states are not cumulative.

- If the result it 5 or under, the unit fails its morale test, and is considered to be Demoralised for the rest of the game. Check its reaction against the following table:

First Morale Test Failure	
If advancing	The unit stops advancing and seeks the nearest cover away from the enemy. This movement must be done as soon as possible. If the unit has not been activated during the turn in which it fails its morale test, it must move into cover immediately. If the unit has already been activated, it must move immediately at the start of the next turn during the initiative phase. It does not need to be activated it simply moves before any other unit is activated on the table. Once the unit is in cover it is inactive and responds as if defending, below.
If defending	The unit is inactive for one turn. If the unit has not been activated during the turn in which it fails its morale test, it cannot be activated that turn. If the unit has already been activated, then it cannot be activated in the following turn. It may, however, be attacked and suffer a further morale test and either recover or fail and thus suffer further consequences.
Subsequent Morale Test Failure	
Second fail	If a unit fails a second morale test in succession without recovering during the game, it is considered pinned down and cowering. It cannot move or fire. It is completely inactive. If the unit was retiring away from the enemy when it failed it immediately moves at double its maximum move as soon as practical. If the unit is cornered it will surrender immediately.
Third fail	If a unit fails three morale tests in succession, it automatically routs away from any threat and off the table. If a unit routing is prevented from leaving the table by an enemy force, it surrenders to the nearest enemy unit.
Subsequent Morale Test Pass	
On occasion a failed unit may rally during the phases. If this is the case, the unit continues on as normal and the player once again has control over it. However it is considered Demoralised for the rest of the game.	

Moroccans advance in the face of heavy enemy fire.

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SAMPLE UNITS

THE SPANISH CIVIL WAR

Unit	Initiative	Morale	Notes
Police	3	4	E.g. Asaltos or Guardia Civil. 1 or 2 x 10 man squads. Can be added to a militia company. 1 HMG or LMG only. (Republican or Nationalist)
Local Militia	2	2	8-man squads. 3 squads per company. No HMGs or LMGs. Placed in battalions with other troop types. (Republican or Nationalist)
Political Militia	2	3	E.g. POUM. 8-man squads. 3 squads per company. Max 2 LMGs or 1 HMG per company. Placed in battalions with other troop types. (Republican or Nationalist)
International Brigade	3	4	8–10-man squads. 3–4 squads per company. 2 LMGs and 1 HMG per company. 2–4 companies per battalion. (Republican)
Regular Army	3 or 4	4	10-man squads. 3–4 squads per company. 1 LMG per squad. 1 HMG per company. 3 companies per battalion. (Republican or Nationalist)
Carlists	2	3	10-man squads. 2–3 squads per company. 2 LMGs per company. 2–3 companies per battalion. 1 HMG per battalion. (Nationalist)
Moroccan Regulares	3	4	10-man squads. 2–3 squads per company. 1 LMG per company. 2–3 companies per battalion. 1 HMG per battalion. (Nationalist)
Spanish Foreign Legion	4	4	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company. (Nationalist)
Italian CTV	2	3	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per battalion. (Nationalist)
Italian Regulares	3 or 4	4	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company. (Nationalist)
Kondor Legion	5	5	These units did not provide combat troops as such, but advisors and such support weapons as artillery and HMGs. (Nationalist)

THE RUSSIAN CIVIL WAR

Unit	Initiative	Morale	Notes
Red Army Guard Infantry	3	4	8–10-man squads. Squads can be added to militia companies to strengthen them. Limit the number of LMGs and HMGs.
Local Militia	2	2	8-man squads. 3 squads per company. No HMGs or LMGs. Can be placed in battalions with other troop types.
Partisans	4	2	Partisans & insurgents both mounted and dismounted. 8-man squads. 3 squads per company. Max 2 LMGs or 1 HMG per company.
Red Security Battalion	4	5	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.

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Polish Infantry	3	4	10–man squads. 2–3 squads per company. 2 LMGs per company. 2–3 companies per battalion. 1 HMG per battalion.
Red & White Regular Army	4	4	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
Red Army Guard Infantry	5	5	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
Red Navy Infantry	4	4	8-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
Regular Army Cavalry	4	4	6–man squads. 2–3 squads per company. 2 companies per regiment. 1 HMG per regiment.
Cossacks	5	3	6–man squads. 2–3 squads per company. 2 companies per regiment. 1 HMG per regiment.

WARLORD CHINA

Unit	Initiative	Morale	Notes
Western Navy	5	5	8-man shore patrol. Can include 1 LMG. HMGs can be taken from gunboat for shore use.
Western Army	5	5	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
Big Swords	5	4	Warlord general's bodyguard. 6-man unit armed with pistols and swords.
Warlord Infantry	3	3	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
Imperial Infantry	4	4	10-man squads. 2–3 squads per company. 2 LMGs per company. 2–3 companies per battalion. 1 HMG per battalion.
Nationalist Infantry	3	4	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
Nationalist Cavalry	3	4	6-man squads. 2–3 squads per company. 2 companies per regiment. 1 HMG per regiment.
Imperial Cavalry	4	4	6-man squads. 2–3 squads per company. 2 companies per regiment. 1 HMG per regiment.
Warlord Cavalry	3	3	6-man squads. 2–3 squads per company. 2 companies per regiment. 1 HMG per regiment.
Irregular Cavalry	3	2	6-man squads. 2–3 squads per company. 2 companies per regiment. 1 HMG per regiment.

THE BRITISH CIVIL WAR

Unit	Initiative	Morale	Notes
Police	3	4	8–10-man squads. Squads can be added to militia companies to strengthen them. Limit the number of LMGs and HMGs.
Local Militia	2	2	8-man squads. 3 squads per company. No HMGs or LMGs. Placed in battalions with other troop types.
Political Militia	2	3	Political militia, e.g. Anglican League or Communist. 8-man squads. 3 squads per company. Max 2 LMGs or 1 HMG per company. Placed in battalions with other troop types.
Veteran Militia	3	4	As above but better quality.

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BUF Regulars	3	4	10-man squads. 2–3 squads per company. 2 LMGs per company. 2–3 companies per battalion. 1 HMG per battalion.
Regular Army	4	4	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
Regular Army Guards	5	5	10-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
Royal Navy	4	4	8-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.
RAF Ground Troops	3	4	8-man squads. 2–3 squads per company. 1 LMG per squad. 2–3 companies per battalion. 1 HMG per company.

SCENARIO: SUICIDE HILL

THE BATTLE OF JARAMA, FEBRUARY 1937

This Spanish Civil War scenario is a refight of one particular part of the battle of Jarama, where Franco's Nationalist forces attempted to dislodge the defending Republicans from their positions along the Jarama River. The focus of this scenario is the defence of what came to be known as 'Suicide Hill' – a bloody, three-day affair that saw both sides suffer significant casualties and display little coordination. The Republican force is made up of units of the XI International Brigade, and holds weak defensive positions against elements of the Spanish Foreign Legion and the infamous Moroccan Regulares. This scenario distils the three days of combat into three periods of six game turns each – essentially, three small games that represent the ebb and flow of the historical engagement. The main aim of this scenario is to show how flexible the rules can be in the hands of imaginative players. Good Luck!

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An International Brigade unit advances cautiously through the open

SCENARIO SET-UP

WEATHER AND OBSERVATION

All three days of the scenario are clear and sunny, so observation is set at 40" (60" with binoculars).

UNIT SHEETS

Unit sheets have to be created for the forces in this scenario as per the rules. Unit initiative and morale is listed below, but good luck with the dice rolling for the rest!

AMMUNITION

Republicans have an extra store of ammunition, located at the Cookhouse. This ammunition can be distributed to units on the table at any time but must be transported. They have one medium truck and 2 donkey carts. The player can also send back runners to collect supplies. New units that arrive on each day roll as per the rules for ammunition supply. Nationalist units simply re roll for ammunition before the first move of each day. They do not add to their ammunition supply but take the result as it is.

DAY 1 (12 FEBRUARY 1937) – 6 TURNS

REPUBLICAN FORCES (DEFENDERS)

BRIGADE ORDERS

Defend in depth forward hill positions centred on the White House. If forced to retire, do so only as far as the Sunken Road. Unit orders should be written by the player to fulfil these orders.

BRITISH BATTALION, XI INTERNATIONAL BRIGADE (INITIATIVE: 3, MORALE: 4)

HQ Company: 1x CO, 1x standard bearer, 2x runners, 2x medics, 1x political officer
1st Company: 1x officer, 1x LMG, 8x riflemen
2nd Company: 1x officer, 1x LMG, 8x riflemen
3rd Company: 1x officer, 1x LMG, 8x riflemen

NATIONALIST FORCES (ATTACKERS)

BRIGADE ORDERS

Capture the White House and the hill line. Unit orders should be written by the player to fulfil these orders.

NATIONALIST BRIGADE (INITIATIVE: 4, MORALE: 4)

Brigade HQ: 1x CO, 1x second-in-command, 1x standard bearer, 2x runners

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MOROCCAN REGULARES BATTALION (INITIATIVE: 3, MORALE: 4)

HQ Company: 1x CO, 1x standard bearer, 1x LMG team (2 men), 1x runner
1st Company: 1x officer, 9x riflemen (1x grenade)
2nd Company: 1x officer, 9x riflemen (1x grenade)
3rd Company: 1x officer, 9x riflemen (1x grenade)

SPANISH FOREIGN LEGION BATTALION (INITIATIVE: 4, MORALE: 4)

HQ Company: 1x CO, 1x standard bearer, 1x LMG team (2 men), 1x runner
1st Company: 1x officer, 9x riflemen (1x grenade)
2nd Company: 1x officer, 9x riflemen (1x grenade)
3rd Company: 1x officer, 9x riflemen (1x grenade)

POUM militia rush to the frontline

KONDOR LEGION HMG COMPANY (INITIATIVE: 5, MORALE: 5)

2x HMGs
This unit may not join the game until the Republicans have vacated their initial positions on the forward hills, and may not advance any closer than long range to enemy positions to represent their historical use as long-range support.

HEAVY ARTILLERY SUPPORT

A battery of two off-table heavy guns can give supporting fire for the first two turns only. They may only use indirect fire, and have no forward observers. Before the game, the Nationalist player should choose a prominent landmark (e.g. the White House) and write down his range estimate from the Nationalist table edge. This position will be the point of aim for the barrage, which follows the usual artillery rules from then on.

CHANCE CARDS

The fighting that took place was very confused and particularly bloody. Other units and equipment appeared at times and had small influences on the fighting. One major issue was that the British HMGs had been issued the wrong ammunition – a situation only rectified after the first day of fighting, after which they had a much more significant effect. To simulate this confusion, the Chance cards have fewer 'No Effect' results than normal.

- 1x Republican HMG Company (3x HMGs – Initiative: 3, Morale: 4) – enters at Republican reinforcement point.
- 1x Republican fighter. Over table at attack level for 1 turn. May only strafe ground troops.

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- 1x Nationalist fighter. Over table at attack level for 1 turn. May only strafe ground troops.
- 1x Republican T-26 (Initiative: 3, Morale: 4) – enters at Republican reinforcement point.
- 2x 'No Effect'

NIGHT-TIME REORGANIZATION

During the night, no real action took place as both sides licked their wounds, brought up reinforcements and prepared to attack the next morning. With this in mind, both sides are able to move their troops into new positions but can only do this within areas under their control. No attempt can be made to move into the no-man's-land between the two forces.

DAY 2 (13 FEBRUARY 1937) – 6 TURNS

REPUBLICAN FORCES (DEFENDERS)

BRIGADE ORDERS

Hold existing positions at all costs. Do not retire beyond the Sunken Road. Counter-attack if possible. Unit orders should be written by the player to fulfil these orders.

The defenders are made up of the survivors from the previous day. The HMG company that arrived on the Chance card stays, but the T-26 is removed. Reinforcements consist of: 1x officer, 1x LMG and 8x riflemen (Initiative: 3, Morale: 4), and may be kept together as a new company or divided amongst the surviving units. Off-table artillery support is provided by two 75mm guns for the first two turns. These fire in the same way as the Nationalist artillery on the first day. If the White House is now in Nationalist hands, a light bomber arrives on the table at the Republican reinforcement point at the start of turn 1, and moves at attack level to drop three bombs on that target.

NATIONALIST FORCES (ATTACKERS)

BRIGADE ORDERS

Break through the Republican lines and continue to advance. Unit orders should be written by the player to fulfil these orders.

The Nationalist forces are made up of those units that survived the first day. Surviving Moroccan Regulares and Spanish Foreign Legion units have a morale of 3 to reflect the fatigue of the previous day's fighting. A second Foreign Legion battalion also arrives. These troops start the day on the Nationalist board edge.

SPANISH FOREIGN LEGION BATTALION (INITIATIVE: 4, MORALE: 4)

HQ Company: 1x CO, 1x standard bearer, 1x LMG team (2 men), 1x runner
1st Company: 1x officer, 9x riflemen (1x grenade)
2nd Company: 1x officer, 9x riflemen (1x grenade)
3rd Company: 1x officer, 9x riflemen (1x grenade)

CHANCE CARDS

- 1x Republican fighter. Over table at attack level for 1 turn. May only strafe ground troops.
- 1x Republican sniper and T-26 (Initiative: 3, Morale: 3) – enter at

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Republican reinforcement point.
- 1x Republican orders. Republican Army Command orders an immediate attack on the Nationalists. Roll a D6: ignore the orders on a 4+, otherwise attack. How and with what forces is up to the player.
- 1x Off-table two-gun heavy artillery barrage. Indirect fire rules as above.
- 2x 'No Effect'

NIGHT-TIME REORGANIZATION

As the previous night-time phase, this is a period of subtle reorganisation in preparation for for the dawn.

DAY 3 (14 FEBRUARY 1937) – 6 TURNS

REPUBLICAN FORCES (DEFENDERS)

BRIGADE ORDERS

Hold the Sunken Road position at all costs. If this position has been lost, counter-attack and recapture it. Unit orders should be written by the player to fulfil these orders.

Republican troops are those surviving from the previous day. Reinforcements consist of: 1x officer, 1x LMG and 8x riflemen (Initiative: 3, Morale: 4), and may be kept together as a new company or divided amongst the surviving units. The International Brigade units are also joined by a Spanish milita unit:

SPANISH MILITIA (INITIATIVE: 2, MORALE: 3)

HQ Company: 1x CO, 1x standard bearer, 1x medic
1st Company: 1x officer, 1x LMG, 6x riflemen
2nd Company: 1x officer, 1x LMG, 6x riflemen

NATIONALIST FORCES (ATTACKERS)

BRIGADE ORDERS

Break through the Republican lines and continue to advance. Unit orders should be written by the player to fulfil these orders.

Nationalist forces are any survivors of the previous day's fighting, plus:

2X PANZER I (INITIATIVE: 4, MORALE: 4)
1X CAPTURED T-26 (INITIATIVE: 4, MORALE: 4)

CHANCE CARDS

- 2x Tank Hunters.
- 1x Republican motivation. All Republican units gain +1 morale.
- 3x 'No Effect'

THE WINNER

Historically, the Republicans were pushed back with heavy losses. Constantly regrouping and counter-attacking they were able to partially recoup each day's losses. On the last day an *ad hoc* counter-attack born of desperation succeeded in pushing the Nationalists back from the Sunken Road. Both sides were exhausted, and neither had the resources to definitively defeat the enemy, so these positions were held until the end of the war. The winner, therefore, is the winner is player that ends day 3 with control of the Sunken Road.

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ARTWORK REFERENCES

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SAMPLE CHANCE CARDS

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SNIPER

Each side rolls a D6 – the player with the highest roll receives 1 sniper figure, which can be placed anywhere on the table.

SNIPER WITHDRAWS

The sniper added to the game by a previous Chance card is removed from the table.

DEFENDING TANK HUNTERS

The defending player rolls a D6 each turn until a 4+ is rolled. At that point, place a tank hunter team within 2" of an enemy vehicle on the defender's choice.

NO EFFECT

A moment's peace…

BREAKDOWN!

The last tank to move in the previous turn breaks down for D6 turns.

ORDERS? WHAT ORDERS?

Any messenger active this turn returns to his start point, and fails to deliver his message.

MAD BULL!

The bull in this field takes issue with the troops trampling through its territory. The unit is pursued and must move away from the bull and out of the field. The bull moves at 12", and any figure caught by it is removed from the game.

STRAY ROUNDS

Two rounds of HE land on the board. Mark the dead centre of the table, then roll an arrow die and 5D6 for deviation. Artillery damage is as normal.

IT ALL COMES OUT IN THE WASH (NATIONALIST)

The local laundry has returned the wrong uniforms – red and black armbands have been delivered instead of blue shirts. All Nationalist units are at -1 Morale for the rest of the game.

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FRANCO'S COMING! (NATIONALIST)

Rumours of an impending visit from Franco have left some units a little over-enthusiastic. Any Falangist units automatically win initiative tests this turn.

HELLO? HELLO? (NATIONALIST)

Nationalist senior HQ loses all radio and telephone communication for two turns.

NATIONALIST AIRCRAFT (NATIONALIST)

A Nationalist aircraft arrives over the table, and will stay for D6 turns.

REQUISITIONS (NATIONALIST)

Extra ammunition worth 20 supply points is delivered to the senior HQ position.

CHARGE! (NATIONALIST)

This turn, all Moroccan troops advance immediately towards the nearest enemy.

RESOLVE (NATIONALIST)

Keep this card until it is needed. When played, a tank hunter squad automatically passes its bravery test.

HOLY COMMUNION (NATIONALIST)

A visiting priest says Mass for the troops. Any Carlist units have +1 morale for the rest of the game.

DIRTY POSTCARDS (NATIONALIST)

Moroccan troops have shared some dirty postcards with the Carlist troops. One Carlist unit (determined randomly) stops in disgust and may not act this turn.

MY WAGNER! (NATIONALIST)

The Kondor Legion commander's record collection is damaged by a clumsy Spanish waiter. Until the end of the game, all Kondor Legion advisors no longer confer a +1 morale bonus when attached to a unit.

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MY VODKA! (REPUBLICAN)

The Soviet advisors' vodka store goes missing. Trotskyite sabotage is blamed, but, until the end of the game, all Soviet advisors no longer confer a +1 morale bonus when attached to a unit.

HELLO? HELLO? (REPUBLICAN)

Republican senior HQ loses all radio and telephone communication for two turns.

REQUISITIONS (REPUBLICAN)

Extra ammunition worth 20 supply points is delivered to the senior HQ position.

REPUBLICAN AIRCRAFT (REPUBLICAN)

A Republican aircraft arrives over the table, and will stay for D6 turns.

IN VINO VERITAS! (REPUBLICAN)

The International Brigade's Canadian company discovers a full wine cellar. The unit halts and may not act for one turn until the officers have regained control.

CARE PACKAGE (REPUBLICAN)

A member of the International Brigade's British company receives a parcel of food from his Aunt Eileen, and shares it around. The company have +1 morale for three turns.

PAUL ROBESON SINGS! (REPUBLICAN)

The International Brigade enjoys an impromptu concert, and receives a +1 morale boost until the end of the game.

SLAPSTICK (REPUBLICAN)

The latest Laurel and Hardy film was just shown at the local cinema. All Republican troops have +2 morale for two turns.

HOW RUDE! (REPUBLICAN)

A militia unit objects to the comments and wolf-whistles to which their female members have been subjected. The unit marches directly to company HQ to complain. Once there, a 4+ must be rolled on a D6 in order to convince them to return to action.

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A WORLD AFLAME UNIT SHEET

Unit ID	No. Figures	Officer Grade	Unit Initiative	Morale Limited	Confused	Demoralised	Ammo Supply	Notes

WEATHER: .....

OBSERVATION: .....

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Lastly, you, the reader – I hope these rules prove useful to you in some way.

I am now being ushered off the stage.